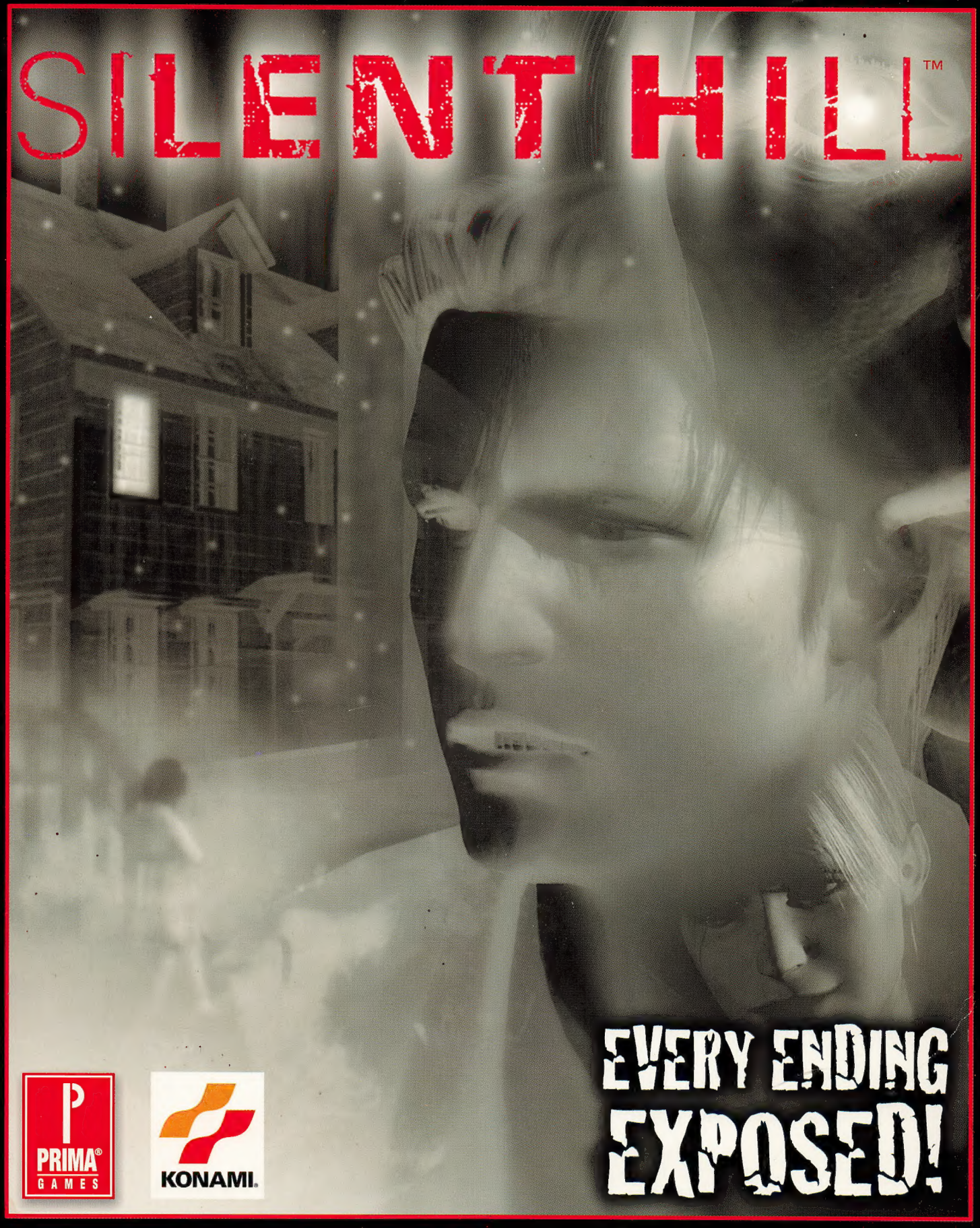
PRIMA'S OFFICIAL STRATEGY GUIDE

SILENT HILL™



EVERY ENDING EXPOSED!

PRIMA® GAMES

KONAMI

P.d. Joyce

SILENT HILL

PRIMA'S OFFICIAL STRATEGY GUIDE

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ISBN: 7615-1857-6
Library of Congress Catalog Card Number: 98-67671
Printed in the United States of America

98 99 00 01 GG 10 9 8 7 6 5 4 3 2

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Prima Publishing
Rocklin, California
(916) 632-4400
www.primagames.com

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Welcome to SILENT™ HILL

Imagine you're the recently widowed father of a seven-year-old who has his first real chance for a vacation. You're driving down a dark, peaceful highway, your daughter at your side, looking forward to the time off.

Time off is all Harry Mason had in mind when he started out with his daughter toward Silent Hill. But as they near the town, the peace is shattered by the abrupt appearance of young girl on the road ahead. To avoid hitting her, Harry is forced to swerve to one side and into one wall of a concrete overpass. Harry awakens in the wreckage to find his daughter missing—and monsters infesting the eerily unpeopled town.

Is it a dream? Is it real? What happens next is up to you: prepare to enter the dark, mysterious, sometimes disturbing world of *Silent Hill*.

Using This Guide

As with all Prima strategy guides, this book includes a comprehensive walkthrough for the entire journey through *Silent Hill* and complete lists and tables of monsters, items, and secrets. Before you dive into the game, look over the next chapter and familiarize yourself with the game's basics. *Silent Hill* incorporates some interesting innovations, and you'll need some advance exposure to these unique features if you're to survive.

Now turn off the lights, turn up the sound, and prepare to descend into the stuff of which nightmares truly are made.

SURVIVING *SILENT HILL*:

WHAT YOU NEED TO KNOW

You must master the following basics if you intend to survive long in Silent Hill.

CONTROLS

The controls listed here are the default settings. To change or modify the controls, go to the Settings menu available from the Inventory and Start screens.

↑ = Move forward
↓ = Move back
← = Turn to the left
→ = Turn to the right
SELECT = Access Inventory screen
START = Pause game
× = Action
▲ = Access map/Put away map
● = Turn Flashlight on/off
■ = Run (when used with a directional button)/Exit Inventory screen
R1 = Sidestep right
L1 = Sidestep left
R1 = Toggle Weapon Draw on/off
L1 = First-person "look" button

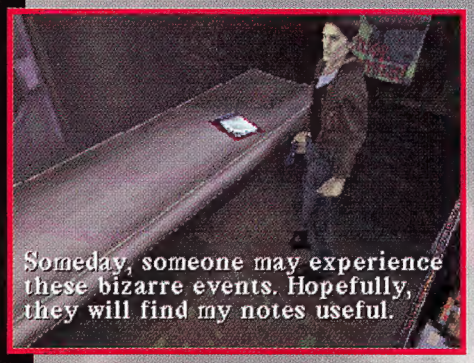
ADDITIONAL MOVES

L1 or R1 + directional button + ■ = Run sideways
L1 + R1 = 180-degree turn
↓ + ■ = Jump back

NOTE

You can't run when your weapon is drawn. Plus, taking a hit from an enemy while your weapon is drawn toggles off Draw Weapon, and you must redraw to defend yourself.

Saving the Game



You'll come across Notepads here and there as you wander through the town of Silent Hill. The first one you encounter is lying on the counter in the Café. These allow you to save your progress so that, if you should expire during your journey, you'll resurrect in the last place you used a Notepad.

Save often your first time through the game, because you never know what lies in wait around the next corner. Using the Notepad is also the only way to make a hard save to your Memory Card if you want to leave and return to your game another time.

Getting to Know Harry

Harry Mason is a video game hero unlike any other: he's just your average Joe, with very average abilities.

His skill in handling the weapons he acquires during his adventure gets incrementally better with experience, but in the end he's still a lousy shot at a distance.

This means Harry must rely more on his wondrous ability to flee than on his feeble warrior skills. His pace isn't particularly exceptional, but he's faster than the average demon, and can outrun most with enough dodging.

You won't find unlimited ammunition for any firearms you equip during the game, either, so conserve your firepower for times when flight isn't an option, such as boss fights.

Use your best judgment as to whether Harry should fight or flee, and together you and Harry can pretty much save the world—or at least the town. Exploit his unique abilities and you'll have no problem.

Gauging Your Health

The game provides you with two ways to check on Harry's condition. The most efficient way is to play *Silent Hill* using a Dual Shock controller. Not only is the game analog-compatible, but the vibration feature (when turned on in the Settings menu) allows you to *feel Harry's heartbeat* when he sustains damage. The harder it vibrates, the more damage he's suffered. When the controller is visibly shaking, it's time to heal him with something potent, such as a First Aid Kit.

Good shape.

Bad. Definitely bad.

If you don't have a Dual Shock controller, you can check on his status another way. Enter the Inventory screen to view a small portrait of our hero in the upper-left corner. The color behind him indicates his level of health, from solid green (tip-top shape) to bright red (near death).

Every time Harry gets smacked or slashed by a foe, he loses a little health, depending on the enemy's power. If his health meter is orange, he probably should take a swig of a Health Drink to return it to solid green. If it's in the red, it's First Aid Kit time. Learning which item will bring Harry back up to perfect health is one secret to surviving *Silent Hill*.

The Fine Art of Attacking

As you travel, you *must* choose your fights wisely. There's only so much ammunition available for each firearm, and that limits how many enemies you can kill.

Always note how many enemies there are in each area you enter and how much space there is to fight them in. If you're in a small room or hallway with a gang of demons (most enemies travel in packs), a knock-down, drag-out fight with them isn't an option. Instead, use your weapon to buy enough time to make a quick getaway.

Keep an adequate distance between yourself and the enemy, as well. Many of the game's monsters are on the slow side, but that doesn't mean they can't close in on you before you can draw, aim, and fire your weapon.

This game doesn't focus on combat. You must use your head before blasting your way into a new area. Otherwise, you may find yourself quickly overwhelmed and out of ammo.

Finally, keep in mind the accuracy of your aim. It's very frustrating to fire round after round at a distant enemy only to discover you never hit your target. Always listen for the sound of your bullet slamming home. If it misses your foe, you'll be able to tell just by listening. Then get a few steps closer and try again.

The Fine Art of Evasion

Because of the limited ammo and Harry's inexperience with firearms, more often than not you'll simply run from the enemy: in *Silent Hill*, this isn't chickening out; it's common sense.

Most of the time, you can easily outmaneuver your enemies to leave them in the dust. For those rare occasions when you can't, however, you should fine-tune your dodging skills. Most enemies will drop off your tail after pursuing you for a block or so. It's a good idea to know where you're headed before confronting the more persistent monsters, however. Shake them by ducking into a doorway or taking a sharp turn into an alley or hallway.

When no alley or doorway exists to duck into, though, you must *keep running*; don't stop until you find someplace to take refuge in. Use your weapon only when absolutely necessary, or after you become very skilled.

Your Survival Tools

Silent Hill provides you with all the tools you need to survive right at the game's outset. Learn the benefits and drawbacks of each item in your possession and you'll be playing like a pro before you know it.

Radio

You find the Portable Radio in the Café at the outset of the game. Its static-y buzz, inaudible to demons, warns of a demon's presence within a certain range of your location. The louder the buzz, the closer the demon. Take advantage of this feature before entering new territory.

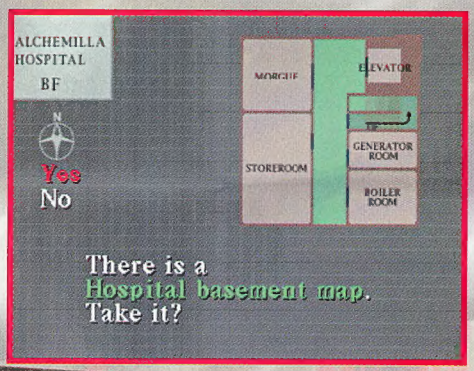
FLASHLIGHT

The Flashlight is another essential inventory item you'll pick up at the Café. Use it to read maps in the dark and see where you're headed in pitch-black areas. You can turn the gadget on and off at the touch of a button. By turning it off in darkened areas, you'll attract fewer enemies. On the other hand, if it's off, you can't read signs or maps or open doors.

CAUTION

Although using your Flashlight is crucial for getting through dark areas, it also attracts any monsters in the vicinity. Enemies are quite sensitive to sound, as well. A blazing Flashlight and shuffling feet are guaranteed to put demons hot on your trail. Turn off your light at intervals to shake the monsters off. Better yet, turn off your light and run *sideways!* This makes no noise and your pursuers will be none the wiser.

MAPS



Maps are among the most useful and important items you'll find. Without them, you'll soon be lost and running around in circles. Learn how to read the maps from the get-go by first finding your own location (indicated by a small green arrow) and the direction you face (the direction the arrow is pointing).

Subtle key symbols drawn in red on each map indicate which doors are locked, which you can unlock, and which areas are blocked by walls or gaps not drawn on the original map. To navigate effectively, you *must* find the map for each location as soon as you can.

ALTERNATIVE ENDINGS

Silent Hill is a fairly linear game, but don't let that fool you into thinking there's only one way to explore an area. Two flagpoints hinge on optional events and items you'll pick up.

Four endings are possible, depending on which feats you accomplish. To completely conquer the horror lurking in *Silent Hill*, you must search every nook and cranny and attempt every trick in the book. Good luck!

WHO'S WHO IN SILENT HILL

During your adventures as Harry Mason, you'll meet up with a number of Silent Hill's surviving citizens. Each will help you in a different way—uttering mysterious clues, for example, or handing over helpful items—but it's not always easy to know who to trust. Do some know more about what's going on in the small town than they're willing to admit? And can they help you find your missing daughter?

What follows are brief descriptions of *Silent Hill's* major players.

Harry Mason

As the game's main character, Harry Mason is about to fall headlong into a nightmare. Recently widowed, Harry thought he was simply headed for a quiet vacation with his daughter, Cheryl, in Silent Hill. As his car speeds down the darkened highway, however, a young girl steps into the beam of Harry's headlights. When he swerves to avoid her, he loses control of the vehicle and it crashes.

After he comes to in his empty car, the injured Harry sets out to scour the empty town for his daughter. Having led a quiet existence as a writer in a small town, Harry lacks the experience with firearms and skills for tackling hordes of enemies of your average video game hero. Instead, he must rely on quick reflexes and quicker legs to carry him to safety, and on his brain to unravel the mysteries awaiting him in Silent Hill. After all, Cheryl is counting on him.

Cheryl Mason

Having lost her mother at a young age, the spirited seven-year-old Cheryl Mason has had to cope with a lot in her young life. Vacationing in Silent Hill was her idea, but her abrupt disappearance raises a number of questions: How is Cheryl involved in the strange goings-on there? Is she a hapless victim, or does she play a larger role?

Harry's concern for Cheryl's safety, and our desire to learn the answers to these questions, are the focus of the game's action.

Cybil Bennett

A bastion of calm amidst these and other bizarre events, police officer Cybil Bennett is the first person Harry meets when he arrives in Silent Hill. After a neighboring town reported a lack of communications from Silent Hill, Cybil traveled there to investigate. Baffled by the deserted streets and atmosphere of lurking danger, Cybil gives Harry his first weapon—a pistol—when they meet in the café.

Can Harry trust Cybil to help him find Cheryl? Does she know more about what's happened than she's telling?

Dahlia Gillespie

Longtime Silent Hill resident Dahlia Gillespie claims she knew of Harry's plight before he and Cheryl ever arrived in the little town. Her eccentric appearance and cryptic mumblings disguise her real role in the mystery. She provides Harry with baffling clues, as well as items crucial to exploring the town fully.

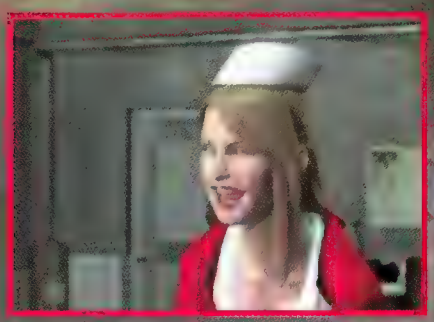
But what really motivates her? Is it more than simple civic concern?

Dr. Harry Kaufmann

On Harry's first visit to Alchemilla Hospital, he meets the only doctor remaining on duty. The armed and wary physician seems just as perplexed by the bizarre occurrences in Silent Hill as Harry is.

But Dr. Kaufmann's gruff manner and haste to leave indicate he has more on his agenda than just survival. He appears to know more than he'll admit, and it's up to Harry to learn how this figure connects to his own quest to find Cheryl.

Lisa Garland



As the sole resident of Silent Hill's nightmarish underside, Lisa Garland is one of the game's most important characters. The Alchemilla Hospital nurse forges a deep connection with Harry during his numerous visits to the town's ghoulish dark side.

Lisa's innocence and genuine concern for Harry raises questions about her presence in the town's diabolical "other world." Is she merely a figment of Harry's dreams? Can he rescue her from the Alchemilla Hospital's ongoing nightmare?

Mysterious Young Girl

As Harry makes his way, he'll encounter a young girl in a blue dress more than once. After her appearance on the road at the beginning of the game, the mystery girl becomes like an apparition haunting Harry's dreamlike stay in Silent Hill.

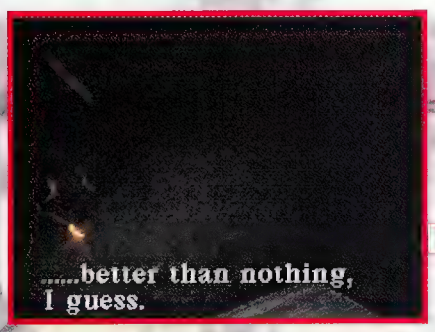
Who is she? And what does she want from Harry?

THE ARRIVAL

In the game's opening cinematic, Harry Mason and his daughter, Cheryl, are on their way to a tranquil resort town for a well-deserved vacation. Harry waves on a friendly motorcycle cop, but soon after, a young girl steps into the beam of his headlights. Harry swerves to avoid her, and his car crashes.

Welcome to Silent Hill.

Harry regains consciousness and realizes Cheryl is no longer in the passenger seat. You must help him find his missing daughter in this unfamiliar town.



As you make your way, the sky darkens. You must light a match to continue. Soon you stumble across some bizarre landmarks indicating your entrance into a nightmare.

When you gain control of Harry, run along the street. He hears footsteps: is it Cheryl?

At the heart of the maze, you discover a grisly corpse hanging from fence. Why is it here? And where's Cheryl?

Through the mist, you can just see a young girl who looks like Cheryl. Follow the figure through the fog—down the street and into an alleyway.

Small, shadowy figures emerge from the surrounding darkness to attack. The murderous little demons are closing in, and there's no exit: every gate is locked. You have no choice but to let them kill you.

When you duck through the gates at the end of the Alley, you enter a twisting maze of narrow passages.

OLD SILENT HILL

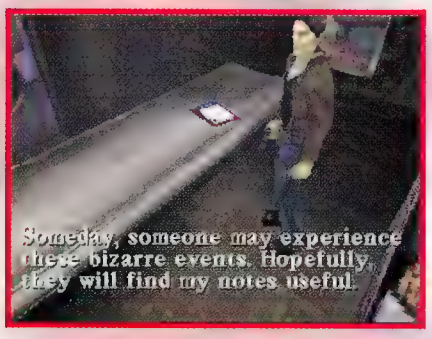
Harry awakens from what may have been a nightmare, and finds himself in the safety of the local Café. And he's not alone.

Wake up and meet Cybil Bennett, a police officer from the neighboring town of Brahms.

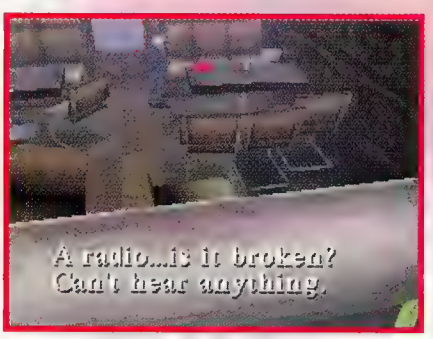
As you converse with Cybil, you learn that your "dream" may have been all too real. Cybil is there to investigate reports of severed communications with Silent Hill. Mysteriously, the town's radios, televisions, and telephones no longer function.

As Cybil gets up to leave the Café, she hands you your first weapon—the Handgun. Cybil gives you a brief tutorial, and then takes off to call for backup and leave you to pursue your own mission—finding Cheryl.

Take a map of the Silent Hill residential area from the counter.

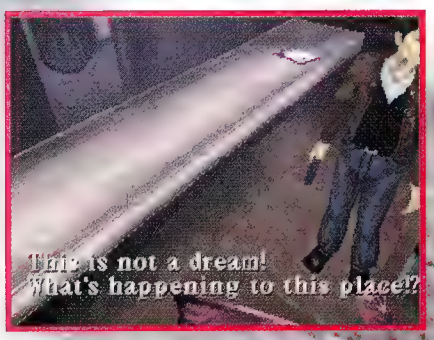


Use the Notepad to save your game, if you like, and then explore the rest of the small building. You'll find a Kitchen Knife, some Health Drinks and a Pocket Flashlight on the counter near a broken TV. Collect them all.



Examine the red Portable Radio on the table to the far right. It's broken, so prepare to head to the exit and hit the streets.

Before you leave, the Radio emits a strange noise that grows louder by the second. You walk over to the Radio automatically to investigate.



When you do, a flying demon bursts through the Café windows and attacks! Take it out with a few rounds from your newly acquired Handgun, and then pick up the Radio.

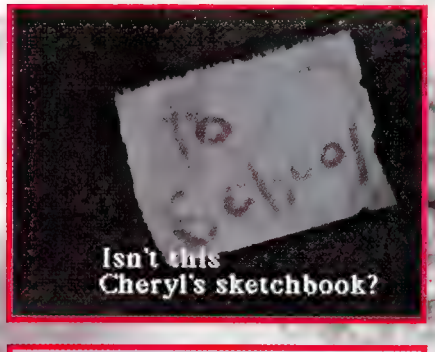
Exit the Café. Harry remarks that he must return to the Alley to find Cheryl. The map provides its location automatically.

Head right, to Finney Street, and then hang a left to approach the Alley opening. On the way, evade two swooping demons.

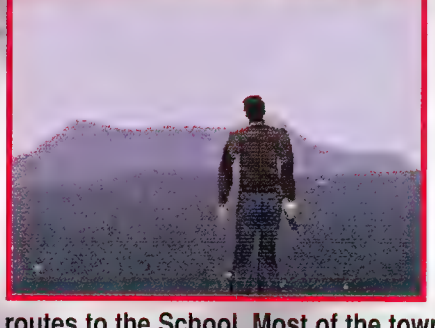
Continue down the Alley, avoiding two rabid Demon Dogs, and duck through the gates.

Follow this narrow Alley to the next gate. You pass through, and the gate blocks the pesky Dog on your tail. Head toward the dead end.

A sheaf of papers lies on the blood-soaked ground. Examine them: they're from Cheryl's sketchbook.



You recognize Cheryl's handwriting in the message, "To School." Is that where she's gone? Your must find your way to Midwich Elementary School.

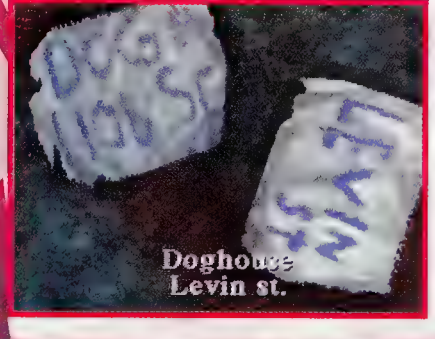


Exit back out to Finney Street, and then head left. The road is decimated, however; a gap prevents you from heading west. In fact, there are no direct routes to the School. Most of the town's streets have been torn away. Head to the west end of Matheson Street.

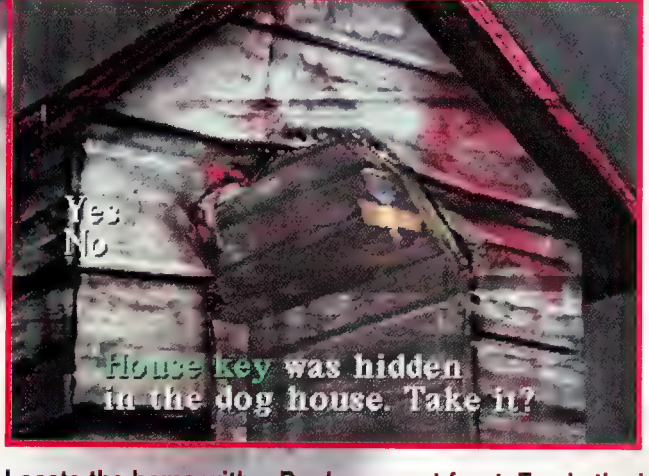
At Matheson Street's west end, dodge the flying terrors and examine the sketchbook pages on the ground.

GETTING THE CHANNELING STONE

When you complete *Silent Hill* and play through again using a gold Next Fear save, make a pit stop at the convenience store on the corner of Finney and Bachman (indicated on the map by a purple building). Take the Channeling Stone from the counter. How you'll use the item is a mystery, but you know it's gotta be important. Loot some Health Drinks, a First Aid Kit, and a Notepad, while you're at it.

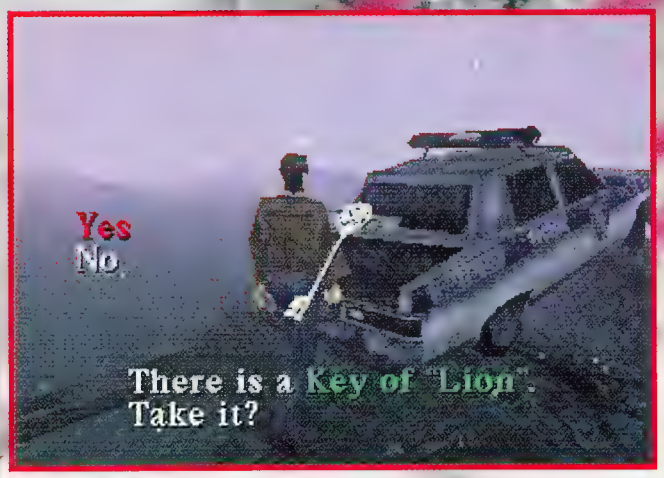


Two pages provide a clue to your next destination: "Doghouse" and "Levin St." From Matheson Street, head north up Levin Street. Stay on the left side of the road.

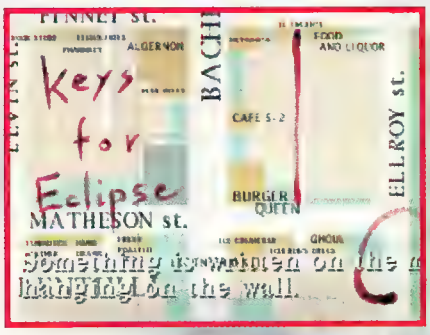


Locate the home with a Doghouse out front. Evade the lunging Dog and grab the House Key from inside the Doghouse. Use the House Key to unlock the door to the home behind the Doghouse, and then enter.

Pick up Health Drinks and Handgun Ammo from various counters. Use the Notepad to save your game, if you like. Examine the back door to discover it has three locks. Next to the door you'll find a map with writing on it.



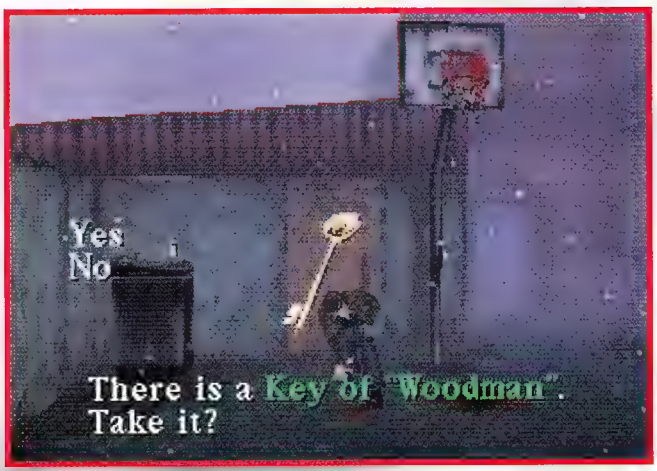
First, make your way to Finney Street and follow the road east to the gap. Dodge the Demon Birds and pick up the box of Handgun Ammo lying near a wrecked police car. Examine the open trunk to pick up the Key of Lion.



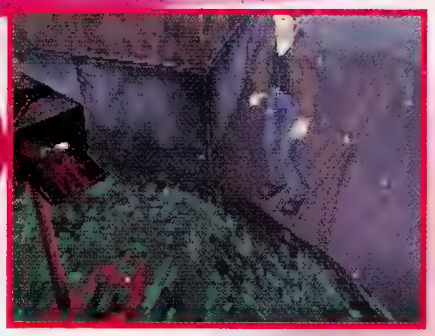
The writing says "Keys for Eclipse," and three areas are outlined in red—the Alley behind the Café, the south end of Matheson Road, and the east end of Finney Street.

Your next destination is the alley behind the Café connecting Finney and Matheson streets. Evade the Dogs and Bird as you locate the chain-link fence with "Off Limits" signs posted on it.

You must find the three locations if you're to open the back door. It may be the only way to reach the School. When you're ready, head out the front door.



Enter the small area, where a lone Demon Dog guards a basketball court. Take out the Dog. Pick up the Key of Woodman lying in a puddle of blood under the basket next to a Dog's severed head. Pocket the Health Drink on your way out.



When you emerge back in the alley, head south to Matheson Street and follow the road east, all the way to Ellroy Street. Take a right onto Ellroy and head to its south end. The road has been destroyed, barring access to the south part of town. But look closely, and you'll discover a plank "bridge" to a mailbox across the gap.

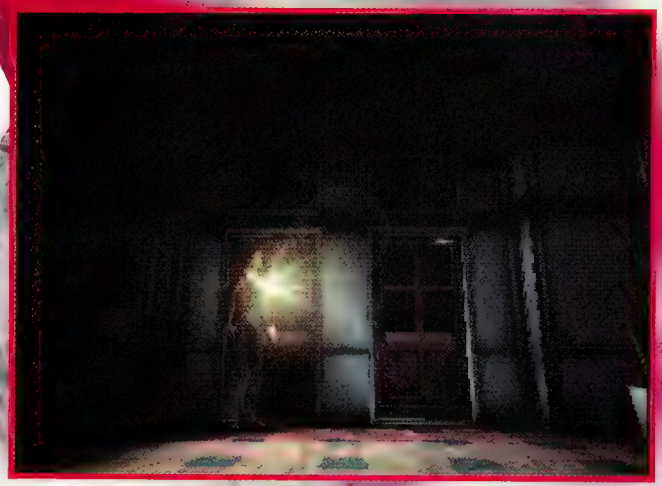
Cross the plank and pick up the Key of Scarecrow from the mailbox. Avoid the Bird and snag the Health Drink from the doorstep. Then make your way back to the Doghouse on Levin Street.

Enter the Doghouse and save your game. Approach the back door; use the three keys in the three locks to open it. Pass through to the backyard.

When you step onto the back porch, the sky again darkens, forcing you to switch on your handy Pocket Flashlight. Before you get too far, examine the picnic table in the yard to grab a few more Health Drinks. Now locate the gate along the back fence and exit into the alley behind the house.

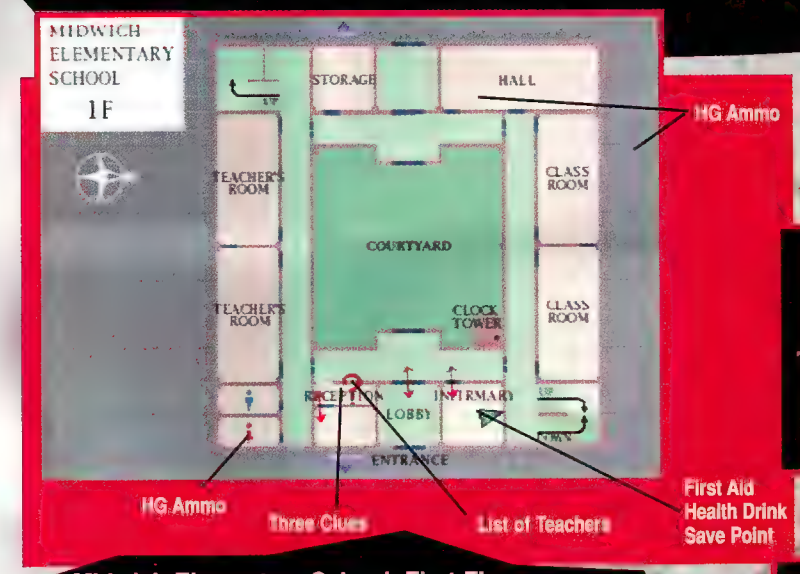
GETTING THE STEEL PIPE

At this point in the game, you may want to pick up the Steel Pipe from the northern end of Midwich. Go left down the alley to Midwich Street. Search the rubble at the end of the street to pick up the Steel Pipe, some Handgun Ammo, and a Health Drink for your trouble.

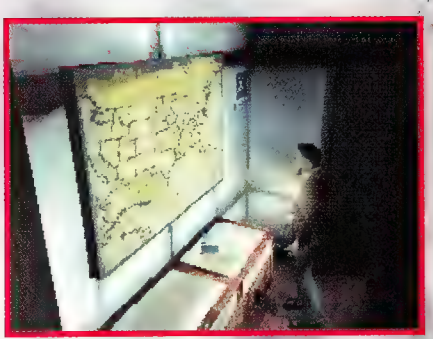


Head south to the end of the alley, and then resume your sprint to Midwich Street and south to the front steps of the School. Dodge the Dogs, and then duck through the front doors to enter the lobby of Midwich Elementary School.

MIDWICH ELEMENTARY SCHOOL



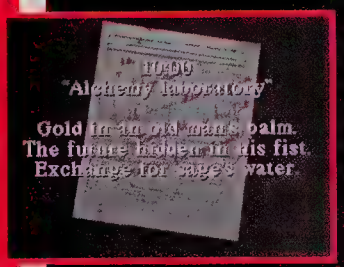
Midwich Elementary School, First Floor



Pick up the School Map from the counter left of the entrance. Head through the next set of double doors to enter the front hall.

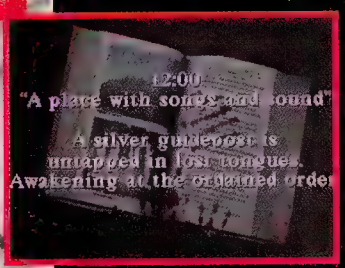
At the left end of the hall you'll find the Reception Desk. The three bloodstained books on the desk are opened to specific pages. Take time to read each.

CLUE NUMBER ONE



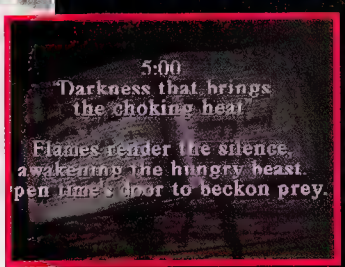
10:00
"Alchemy Laboratory"
Gold in an old man's palm.
The future hidden in his fist.
Exchange for sage's water.

CLUE NUMBER TWO



12:00
"A place with songs and sounds"
A silver guidepost is
Untapped in lost tongues.
Awakening at the ordained order.

CLUE NUMBER THREE



5:00
"Darkness that brings the choking heat"
Flames render the silence.
Awakening the hungry beast.
Open time's door to beckon prey.

NOTE

Each strange "poem" refers to a specific puzzle location, as well as its solution. Deciphering them is up to you. For now, head into the room behind the Reception Desk.

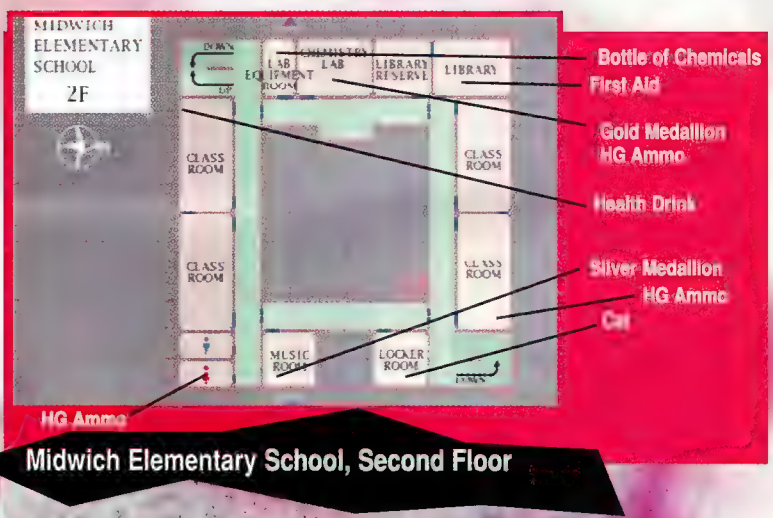
In the Teachers' Lounge, take the Handgun Ammo from the coffee table and look around. In a disturbing painting on one wall, two bodies hang on either side of a weird door. It's not great art, but it is just a picture, so don't worry about it. Exit to the front hall.

In the rear hall, duck through the double doors across from where you entered to pick up a box of Handgun Ammo from the side bench. A monstrous (but harmless) Apparition lurks near the back doors. Ignore it and head out the side double doors to the west hall.

Make a quick visit to the Infirmary to find a Notepad. This room will be your main save point while you're in the School. Always return here to mark your progress. Take the First Aid Kit from the cot and the Health Drink from the cabinet. Now it's time to explore.

In the first floor's west hall, you'll find a few empty Teachers' Rooms. Take the goodies from each room, and then head for the north stairs. Climb to the second floor.

Head through the double doors into the Courtyard. Two Demon Children wander in the darkness, but take time to inspect the Clock Tower in the southeast corner.



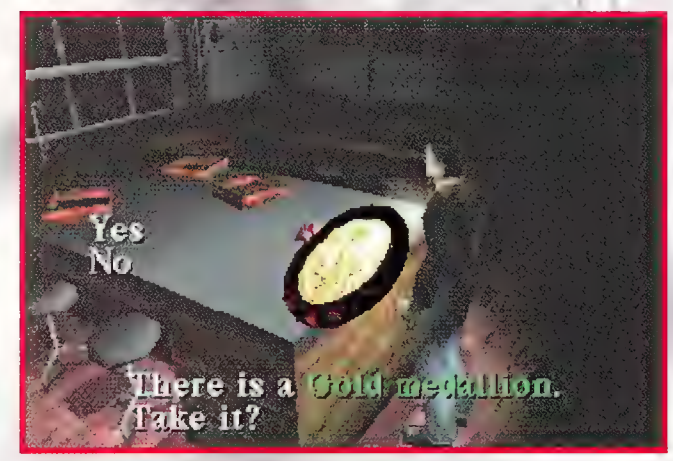
Midwich Elementary School, Second Floor

The door to the Clock Tower is locked. The two slots on either side of the doors are inscribed with the words "A Golden Sun" and "A Silver Moon" respectively. You have nothing in your inventory to fill the slots. Note the time on the clock (10 o'clock) and head to the rear hall through the north doors across the Courtyard.

On the second floor, take time to explore the north Classroom as well as the girls' restroom at the far end of the hall. Take a Health Drink from the Classroom and a box of Handgun Ammo from the bathroom. Dodge the enemies in the area and make for the rear hall—and the Chemistry Lab.

In the rear hall, duck into the Lab Storage Room and take the Chemicals from the left shelves. Return to the hall and enter the Chemistry Lab.

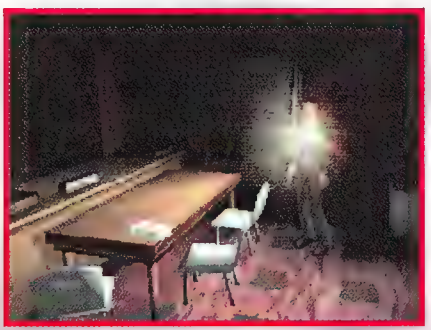
A weird statuette of an old man's hand sits on the center table. It seems to be clutching something, but no matter how hard you pry, you can't discover what it is. Sound familiar? The statuette is straight out of the first clue in the Reception Area.



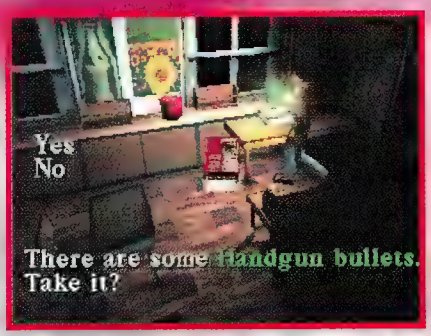
Use the Chemicals from the Lab Storage Room to burn away the materials in the statuette. After it dissolves, take the remaining Gold Medallion from the table. Grab the Handgun Ammo from the rear table, and then exit.

Make your way back down to the Courtyard and approach the Clock Tower. Insert the Gold Medallion into the left slot—a perfect fit! Try to open the doors, examining the clock face as you do. The hands have moved to read 12 o'clock.

Reenter the first floor's rear hall and head for the staircase in the west hall. Climb to the second floor and go straight across the rear hall with the Chemistry Laboratory. Pass through the far double doors to enter the second floor's east hall.

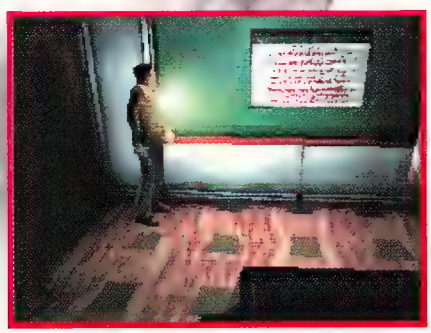


Peek into the Library and take the First Aid Kit from the checkout counter. A few Apparitions huddle behind the bookcase, but don't waste any ammo on them. The Library Reserve Room to the left has no items, so return to the hall and head south.



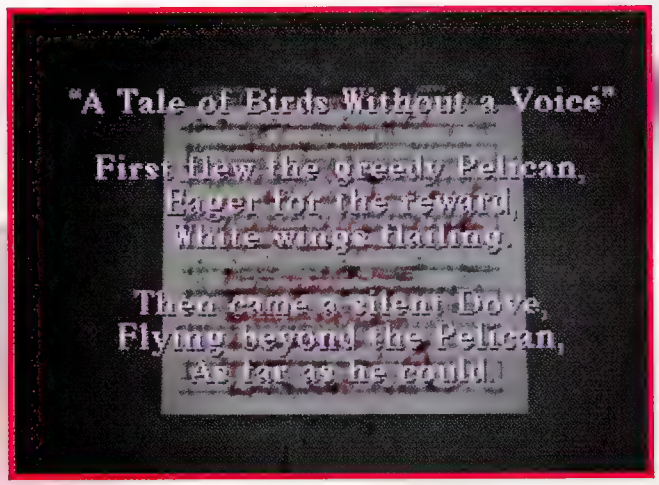
Check the south Classroom in the east hall to pick up some Handgun Ammo near the teacher's desk (try to avoid the enemy wandering inside). Exit the Classroom and go through the double doors into the second floor's front hall.

Two Demon Children wait in the hallway to bite your kneecaps off, so quickly duck into the Locker Room for respite. A rattling locker door is understandably unnerving; inspect the far side of the lockers. One of the locker doors moves as if something were fighting to get out. Open the locker cautiously: a cat jumps out and runs from the room. There's nothing else to do here. Return to the hall and make your way to the Music Room.



In the Music Room, you'll find a piano and a blackboard. A piece of butcher paper pinned to the blackboard has some writing on it.

MUSIC ROOM CLUE


"A Tale of Birds Without a Voice"
First flew the greedy Pelican,
Eager for the reward,
White wings flailing.
Then came a silent Dove,
Flying beyond the Pelican,
As far as he could.

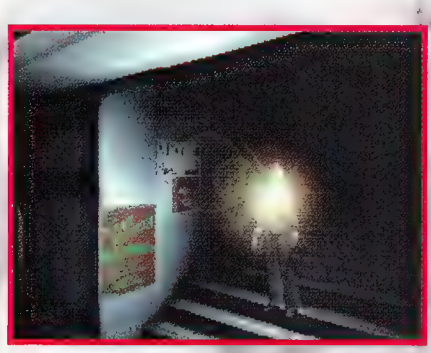
"A tale of birds without a voice"
First flew the greedy Pelican
White wings flailing eager for the reward
Then came a silent Dove
Flying beyond the Pelican,
As far as he could
A Raven flies in,
Flying higher from the Dove,
Just to show that he can
A Swan glides in,
To find a peaceful spot,
Next to another bird
Finally out comes a Crow,
coming quickly to a stop
yawning and then napping.
Who will show the way
Who will be the key
Who will tend to
the silver reward.

What does it mean? Turn around and examine the piano. There's blood on the keys. Look closer. You can bang out a few notes, but not all the keys emit a tune. Does it have something to do with Clue Number 2 from the Reception desk? You bet.

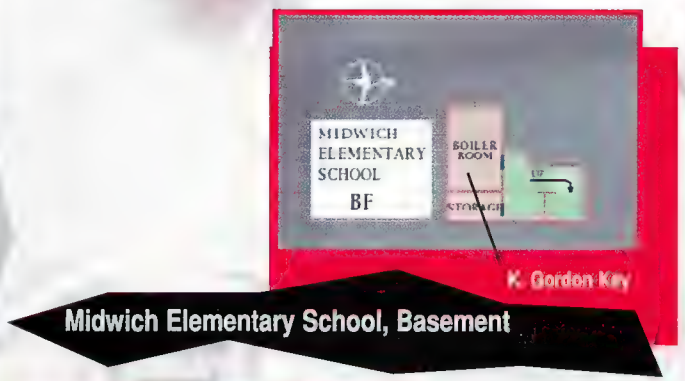
The poem on the blackboard hints at the order for hitting the keys. To solve the puzzle, play the notes in this order: D, A, B-flat, G, C-sharp. None of the keys you strike will make sound, but at C-sharp, an object clatters to the ground.

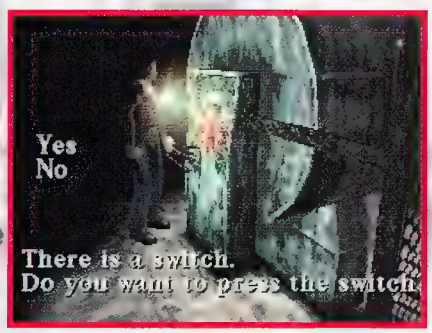
Walk to the blackboard and examine the object on the floor in front of it. Pick up the Silver Medallion—the "Silver Moon." Return to the Courtyard and the Clock Tower to insert the Silver Medallion in the right-hand slot.

Machinery in the building begins whirring. Inspect the locked doors on the Clock Tower: the hands have moved to 5 o'clock—time to find the place where "darkness brings the choking heat." Heat? Darkness? Sounds like the Boiler Room in the Basement.

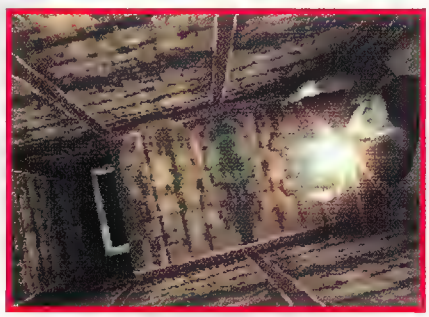


Return to the second floor and go to the east hall via the rear hall. Make your way to the south staircase and descend to the first floor's east hall. There, take the Handgun Ammo from the north Classroom. Now return to the stairs and descend one more flight to the Basement.





The only open door leads to the Boiler Room, so enter and examine the glowing red button on the face of the boiler. Press it and you'll hear something out of a horror movie—a sustained growl. Exit the Basement and head for the Infirmary to save.

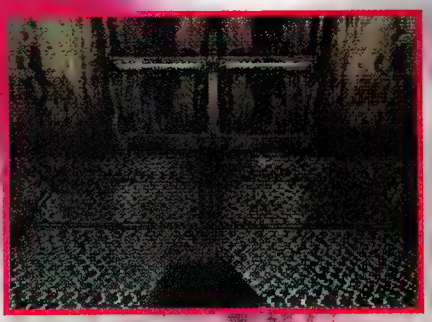


When you're ready, head back to the Clock Tower: its doors are open now. Enter to descend the rungs of a ladder. At the bottom, head to the far side of a low-ceilinged room. Pass through the low doorway to a ladder leading back up—to what's on the other side of the Clock Tower.

THE "OTHER" SCHOOL

School "B," First Floor

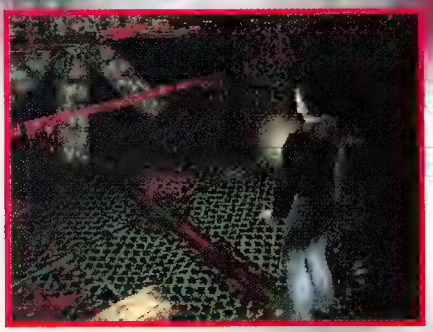
You emerge in a familiar Courtyard—and yet something is very different. The circle etched on the stone ground wasn't there before. What's going on? Where are you?



Head through the north double doors into the rear hall of the first floor. The School looks entirely different now. The walls are made of rusted steel. Floors of chain link cover what appear to be bottomless chasms. Head through the double doors ahead.

NOTE

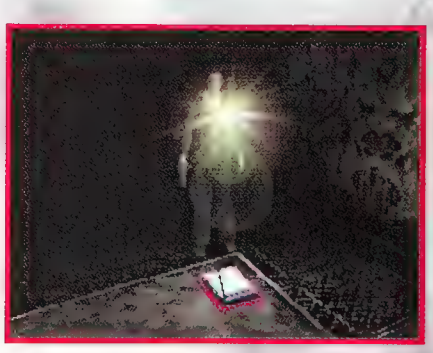
Your map will function in the "other" School, but all the red marks have been erased. New obstacles and items exist here, and you're about to learn all about it, firsthand.



In this back room, a huge, bloody fan blocks your path. Pick up the First Aid Kit and Handgun Ammo from the benches, and then return to the hall. Make your way to the Storage Room on the right.

The grisly sight of decapitated dolls crucified on the chain-link walls welcomes you. Gather your courage and take the Rubber Ball from the gurney. Exit to the hall on the east side.

Enter the hall and dodge the Cockroaches to reach the second door, which leads to the first floor's east hall. Make your way into the north Classroom and examine the table in the center of the room. Take the Picture Card from among the scattered playing cards, and then pass through the south door into the next Classroom.



Juke the three Demon Children lingering among the strewn chairs and make for the second door out to the east hall. Head through the double doors to the front hall. The Infirmary lies through the first door on the left, so make sure to use the opportunity to save your game and pick up a Health Drink and First Aid Kit.

Head back out into the hallway and quickly make your way through the double doors to the front Lobby. Take out the encroaching enemies and examine your surroundings. In a huge gap in the floor you'll spot a human torso and a string of weird Birdcages. You can't exit through the front doors, so simply pick up the Ampoule from the wheelchair and exit back out to the hall.

Make your way to the room behind the Reception Desk. Two Demon Children wander the front hall, so be careful when you run through.

When you enter the back room, take the Handgun Ammo from the couch; then examine this strange sight: two bodies hang against the wall on either side of a weird door. It looks like the horrible painting in the first School's Teachers' Lounge. Examine the door.

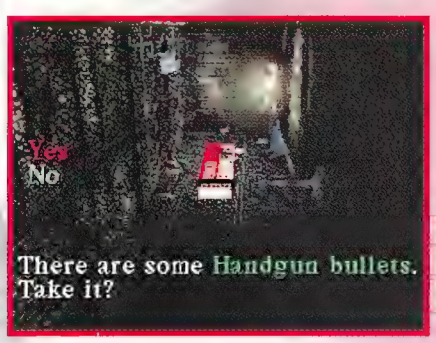
Slide the Picture Card into the slot to unlock the door. Pass through into the first floor's west hall.

Inside the boys' bathroom across from the Picture Card door, you'll find a closed stall. Open it to reveal a severely disfigured corpse tied to the wall.

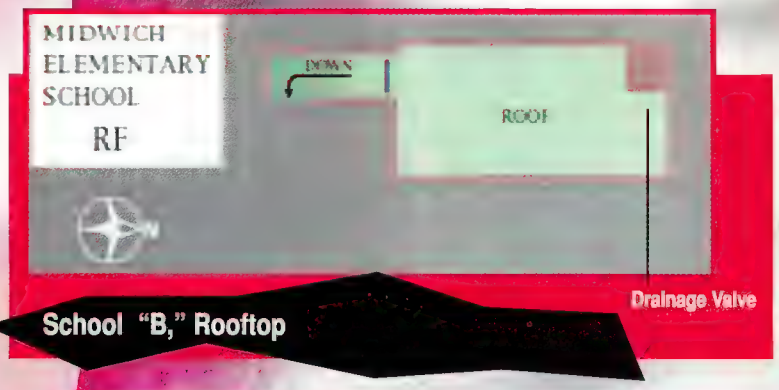
Such sights mean little compared to your desperation to find your missing daughter, so tough it out and pick up the Shotgun from the floor inside the stall.

The gruesome writing on the stall wall reads, "Leonard Rhine ... The Monster Lurks." What does it mean? Head outside and enter the girls' bathroom next door.

Exit the Teachers' Room and make for the staircase. Climb the stairs. When you emerge onto the Roof, locate the drainage gutter running alongside the outer wall. You'll find two pipe holes; one is empty and the other holds a key hanging just out of reach.



There's nothing inside, but when you exit, you'll discover you've warped to the lower section of the second floor's west hall. A chain-link wall blocks passage farther up the hall, but you can enter the boys' bathroom. Take out the enemies in there and pick up the stack of goodies, including some Handgun Ammo and Shotgun Shells.



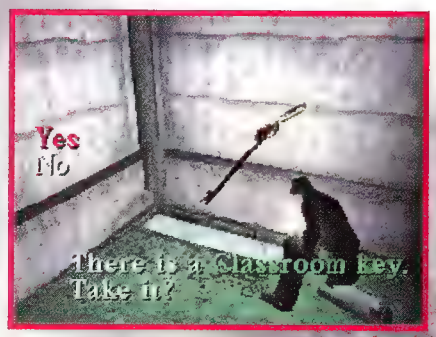
Reenter the girls' bathroom and exit to return to the first floor. Head north up the hallway and enter the lower Teachers' Room. Avoid the horde of enemies lurking inside to pass through the north door and enter the upper classroom. This is the only way around the fence blocking the west hall.

Place the Rubber Ball in the empty hole, and then examine the red Drainage Valve Wheel near the Water Tank. Turn it and flood the gutter, flushing the key down to the Courtyard drainage outlet.

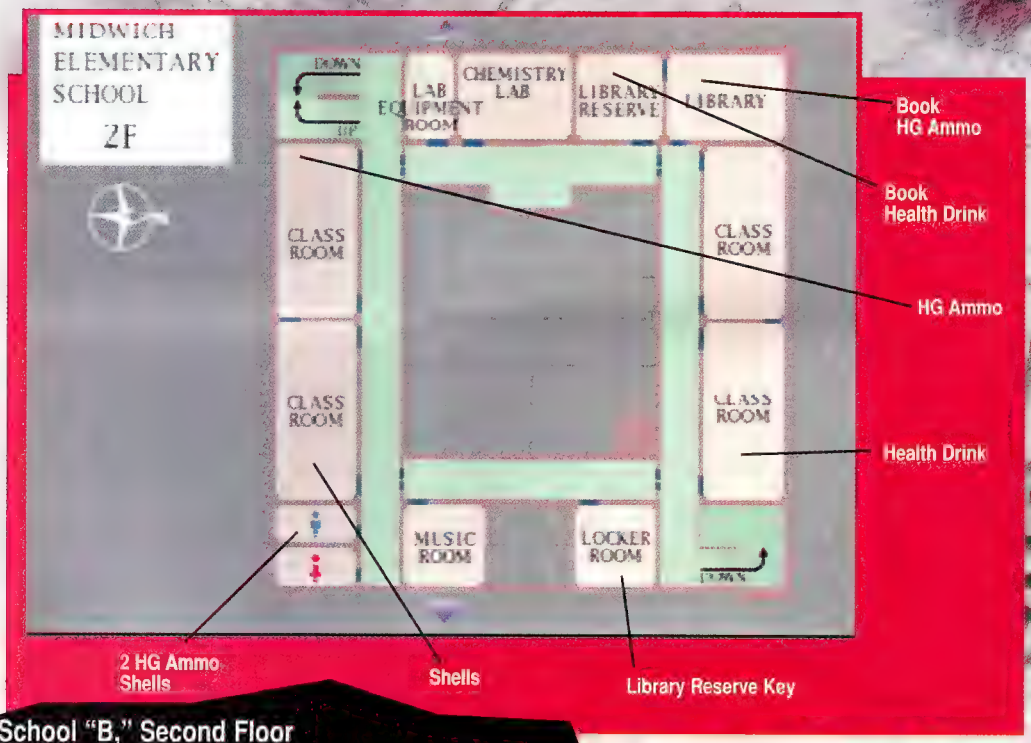
In the northwest Teachers' Room, you'll stumble across a table littered with broken telephones. They're of no use to you without a connection, so simply take the Handgun Ammo from the chair. Before you can exit into the hallway, a phones rings. When you pick up the receiver, you hear Cheryl's voice: "Daddy—help me. Daddy, Daddy—where are you?" Then the line goes dead.

USING THE CHANNELING STONE

Before taking off for the Courtyard, take a minute to try out the Channeling Stone. Yes, it works on the Roof, but the results only raise more questions. Shortly after you use the item, a single light will hover in the distant sky for a few moments. Then it disappears, leaving you even more in the dark. What does this Channeling Stone do? What were those lights?



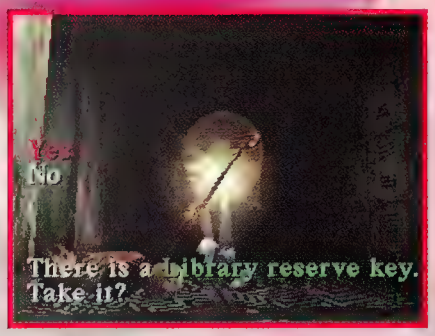
Return to the first floor and access the Courtyard through the back hall double doors. In the Courtyard, locate the gutter pipe near the north double doors. The Classroom Key lies in a puddle of water below it. Pick up the Classroom Key and return to the second floor.



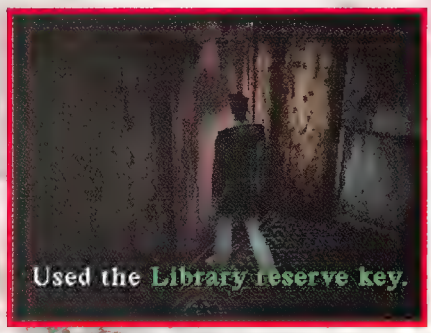
School "B," Second Floor

Explore the two classrooms in the second floor's west hall, first entering the north room to pick up the Handgun Ammo, and then passing through the south exit to the lower classroom for a box of Shotgun Shells. Move out into the hallway and pass through the door into the front hall of the second floor.

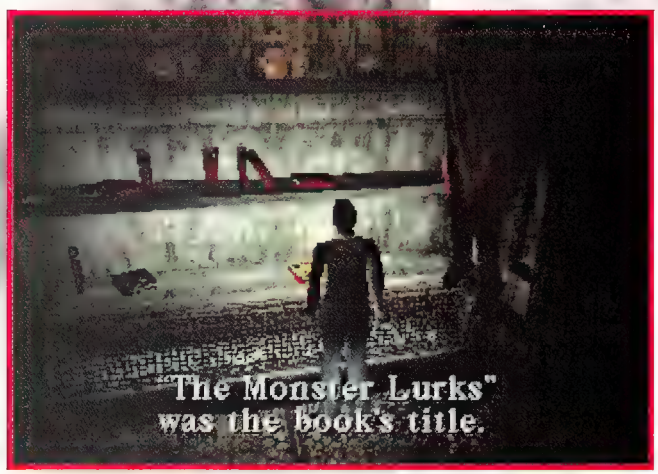
You can't enter the Music Room in the front hall, so settle for entering the far Locker Room. Again, you'll hear the rattling locker. Time to let the cat out ... except this time there's no cat. The empty locker is stained with fresh blood. Creepy.



As you attempt to leave the Locker Room, a corpse drops suddenly from a tall locker along one side of the room. Along with the chill factor, the heavy corpse also delivers the Library Reserve Room Key. Pick it up and head back to the west hall.



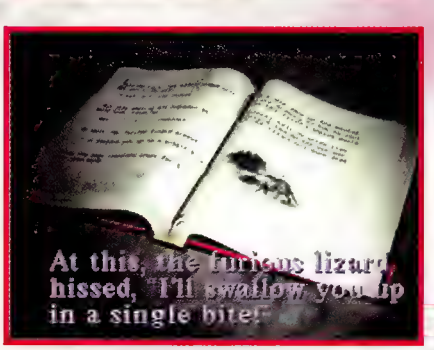
Make your way through the classrooms to get around the chain-link fence obstructing the west hall. Pass through the double doors into the back hall and head for the Library Reserve room. Use the Library Reserve Room Key to open the locked door.



Examine the long shelves running along one side of the Library Reserve Room. Pick up a Health Drink and inspect the distant open book. You'll learn that "The Monster Lurks" is a book title.

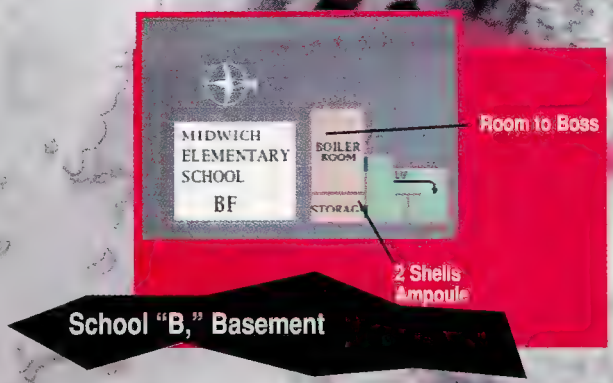
The book on the shelf reads, *"Chapter Three: Manifestations of Illusions ... Poltergeists are among these. Negative emotions, like fear, worry, or stress manifest into external energy with physical effects. Nightmares have, in some cases, been shown to trigger them. However, one such phenomenon doesn't appear to happen to just anyone. Although it's not clear why, adolescents, especially girls, are prone to such occurrences."* It's too confusing to figure out now, so head through to the adjoining Library for more investigative reading.

Go to the book lying open on the center table and locate the passage titled "The Hunter and the Lizard."



"Hearing this, the hunter armed with bow and arrow said, 'I will kill the lizard.' But upon meeting his opponent, he held back, taunting "Who's afraid of a reptile?' At this, the furious lizard hissed, 'I'll swallow you up in a single bite!' Then the huge creature attacked, jaws open wide. This was what the man wanted. Calmly drawing his bow, he shot into the lizard's gaping mouth. Effortlessly the arrow flew, piercing the defenseless maw. And the lizard fell down dead."

File this information away for later. It always helps to have a good strategy when confronting fairytale monsters. For now simply collect the box of Handgun Ammo from the outer table and head into the east hall. Use the Classroom Key on the neighboring classroom to enter.



Inside, you find only a gang of enemies. Dodge them and make your way to the south classroom. Take the Health Drink from a chair before exiting to the Cockroach-infested lower east hall. Outrun the bugs and take to the stairs to reach the first floor.

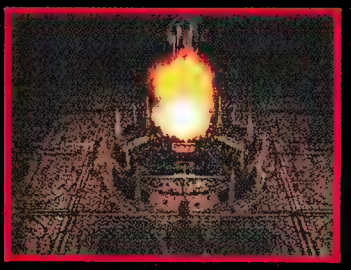
In the Basement, stop in at the Storage Room to pick up a few boxes of Shotgun Shells and a rare Ampoule. Exit the Storage Room and head for the Boiler Room.

There, take a minute to unlock the chain-link gate into the hallway. Now you'll have easy access to the Infirmary when you want to save. Continue down the staircase to the Basement.

Turning each valve wheel in the Boiler Room moves the turnstile spikes in the center passage. Your job is to clear a path to the area behind the Boiler Room, first rotating the right-hand valve wheel twice to the right, and then turning the left wheel twice to the left.

Once you clear the Boiler Room, you automatically hop onto an elevator that lowers you into a terrifyingly dark nether region within Midwich Elementary School.

FIGHTING THE FAIRYTALE LIZARD MONSTER



The moment you hit the lowest area, you discover you're not alone. A corpse suddenly appears in the center of the room, and you're face-to-face with a Giant Lizard. This fight can be easy if you keep in mind the Lizard's pattern of attack, which unfolds in two phases. First it stalks you slowly, lunging at your legs when it's close. At this point, unload round after round from your Handgun or Shotgun into the monster's head.

To avoid the Lizard's counterattacks, fire off a few rounds, and then run to another safe spot when it gets too close. Its bite doesn't do much damage, but it does stun you briefly. After you inflict enough damage to the Lizard's head, it will pause, and its head will split in two to reveal a gaping set of jaws that open sideways.

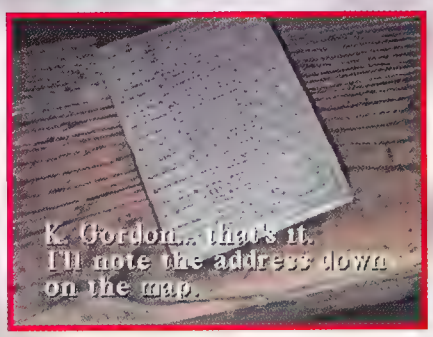
Remain on your toes. Equip the Shotgun and find a good aiming position. Lure the monster to you, but make sure you have room to evade it if it closes in fast. When it's close enough, the Lizard will unleash its secondary attack—a death chomp meant to enclose you in its massive mouth. Get a good bead and, when its mouth is open widest, launch a Shotgun Shell straight into its throat.

If you aim well, this will take only one shot. If you miss, repeat the pattern for another chance. Either way, this is a fairly easy, quick fight.

ATTENDING CHURCH

The fight with the Lizard ends, and the dark, nightmare world dissolves into the dim light of the Boiler Room. A young woman in a blue dress stands near the Boiler, but she vanishes before you can talk to her. In her place is a shining key.

Pick up the K. Gordon Key, exit the Boiler Room and climb the steps to the first floor. On your way, you'll hear church bells ringing in the town. Who's alive to ring the bell? Make your way to the Reception Desk.



Lying on the Reception Desk is list of teachers employed at the School. Among them you spot the name "K. Gordon," the name etched in the key you found. You'll add K. Gordon's address to your town map automatically.

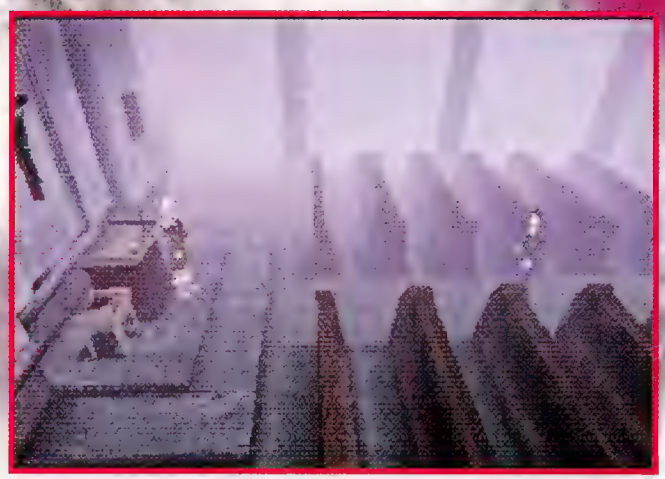
Head out through the Lobby and double doors and hit the streets. Turn right from the School entrance. Hop into the School Bus abandoned at the curb and take the two Health Drinks from the front seat. Use the Notepad inside to save your game, if you like.

Exit the bus and head east on Bradbury Street. Locate the alley opening on Bradbury between Levin and Bachman for a clear run up to Bloch Street.

Enter the small yard and use the K. Gordon Key to unlock the back door of the house that the yard belongs to. Pick up the two boxes of Handgun Ammo lying on the various counters. There's also a Notepad inside for saving your game. When you're ready and rested, head through the front door and onto Levin St. Head right to the south opening onto Bradbury St.

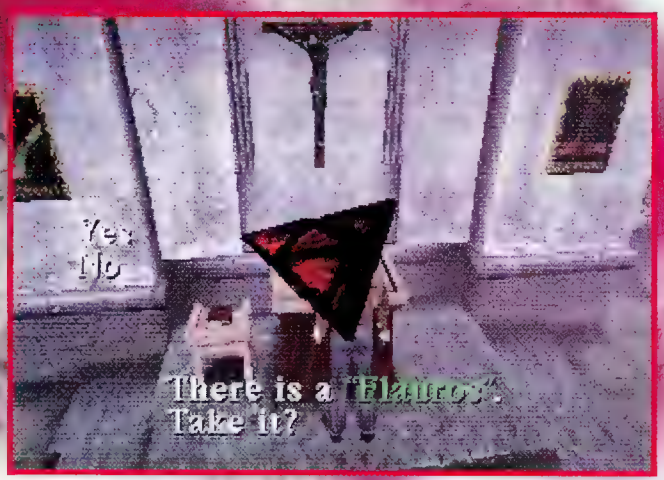
TIP

If you're playing through the game a second time using a Gold Save, visit the Cut-Rite Chainsaws display window to the left of the alley opening on Bloch Street. You'll need the Gas Can from the Gas Station garage to take the Chainsaw from the display window.



Exit the alley and head east down Bloch Street to the Balkan Church. When you step across the Church threshold, you'll meet another survivor.

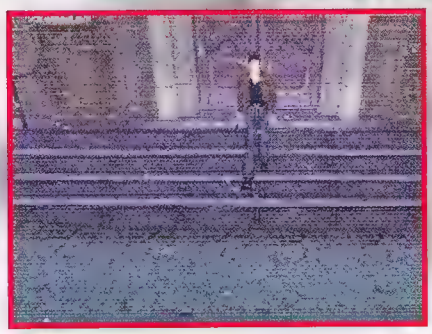
The old woman in the Church greets you as if she'd been expecting you. She urges you to "make haste to the Hospital" to try to find your daughter. This old lady seems to know a lot about your plight, but she's not giving up any answers.



When the old woman makes her abrupt exit from the Church, you're free to pick up the Flauros and Drawbridge Key she left on the altar, as well as the Health Drink from the candle stand left of the altar. When you're ready, return to the street.

CENTRAL SILENT HILL

Central Silent Hill



Alchemilla Hospital, across the Drawbridge, is your next destination. The old lady's cryptic clues give you hope you'll eventually find Cheryl somewhere in the town.

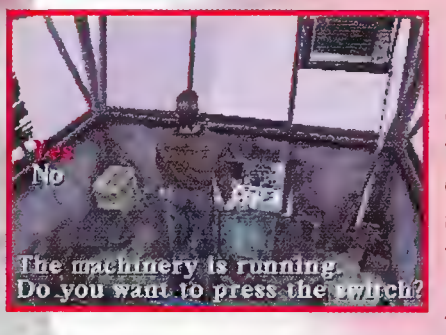
Dodge the Demon Birds inhabiting the stretch of road along the bridge as you make your way to the Orridge Bridge Control Tower on the right side of the road.

Head east down Bloch Street to the Gas Station on the corner of Bloch and Ellroy. Visit the adjoining Garage to find a Notepad for saving, as well as a box of Handgun Ammo. Return to the street and proceed to the Drawbridge.

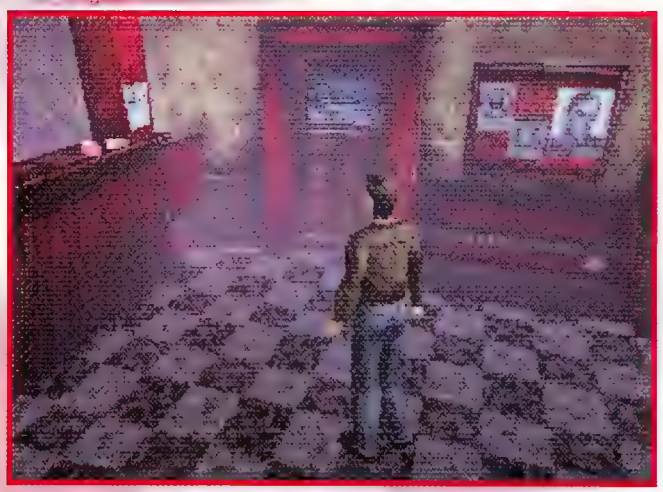
Climb to the second floor and enter the small office, where you'll find the Shopping Area Map on the desk and a Health Drink near the control panels.

TIP

If you're playing through the game a second time using a "Next Fear" Gold Save, you can access a Gas Can in the Garage on Bloch Street. If the Gas Can is in your inventory, you can take the Rock Drill from the lower room of the Orridge Bridge Control Tower.



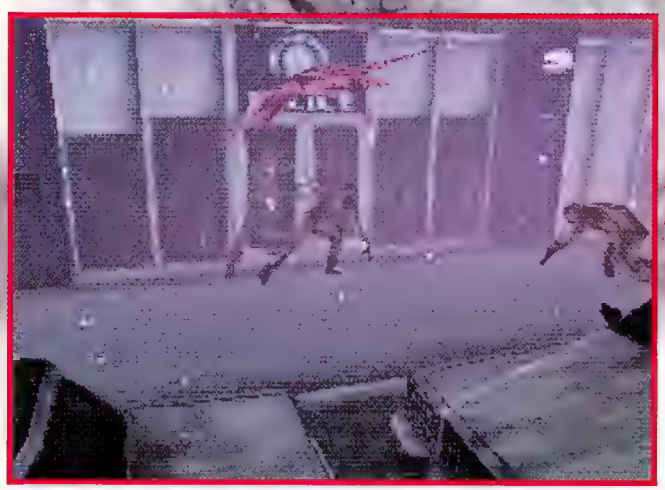
Use the Drawbridge Key to activate the control panels near the big window. This enables you to push a button that lowers the drawbridge connecting Old Silent Hill to Central Silent Hill. Exit the Tower and cross the bridge into new territory.



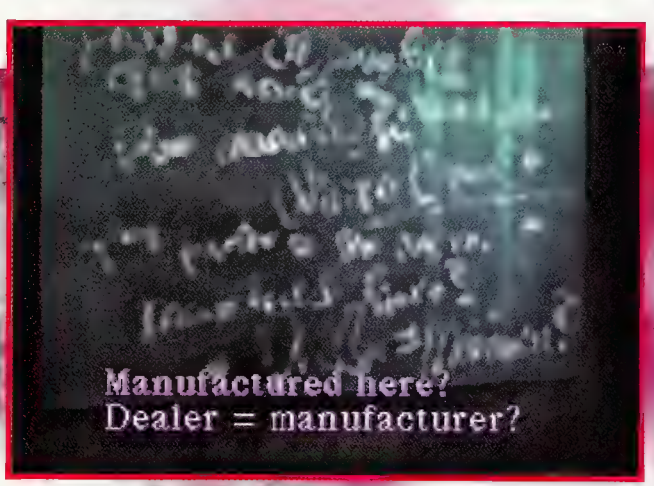
Inside the Police Station, use the respite to explore. Take the two boxes of Handgun Ammo and the box of Shotgun Shells from the benches at the front of the station, and then head into the side room.

NOTE

When you enter Central Silent Hill, you'll encounter Demon Apes for the first time. These freaky enemies are fairly tough. Refer to the strategies outlined for taking on Demon Apes in the Enemy Compendium for good ways to keep these monkeys off your back.

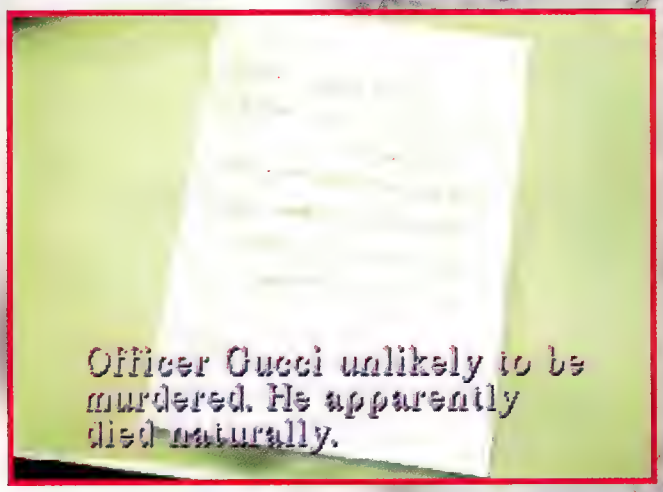


When you enter the new area of town, head east on Sagan Street, directly off the bridge. You'll come to the Police Station on the corner of Sagan and Crichton. Duck inside to avoid the horde of Demon Apes outside the building.



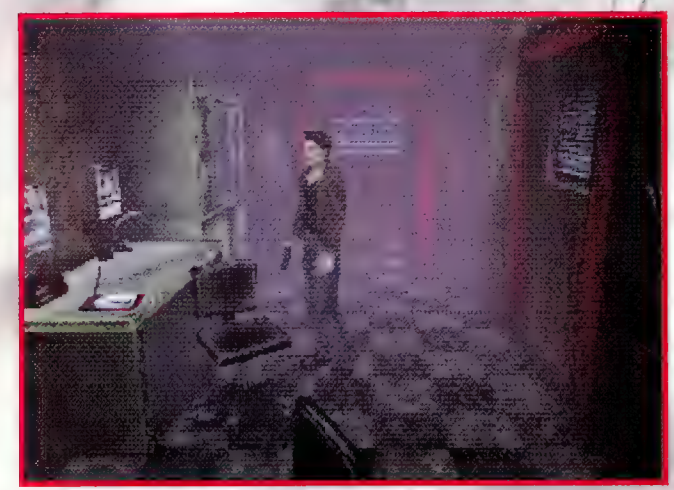
In the small side office, read writing on the blackboard:

Product only available in select areas of Silent Hill.
Raw material is White Claudia, a plant peculiar to the region.
Manufactured here?
Dealer—manufacturer?



Also check out the yellow piece of paper on the desk:

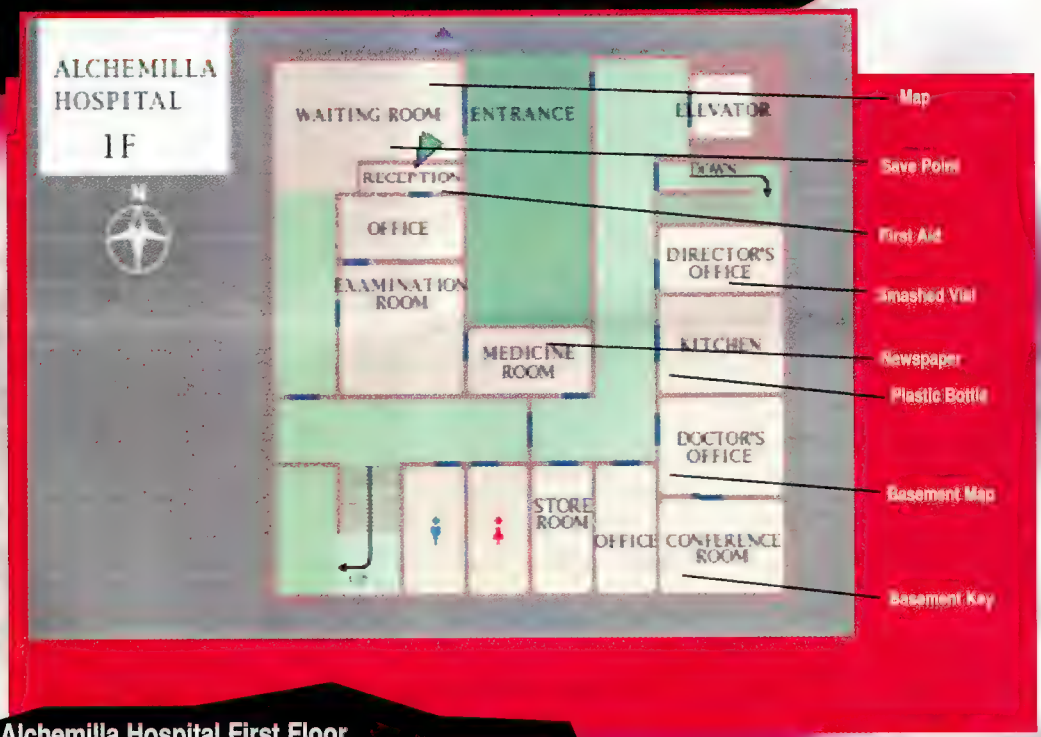
Coroner Seals called.
Unlikely Officer Gucci murdered.
Apparently died naturally.
But, medical records show Officer Gucci had no prior symptoms of heart disease.



You knew something weird was going on in Silent Hill, but who'd have thought drugs were involved? The discovery adds yet another layer of mystery. Use the Notepad in the office, if you need to save.

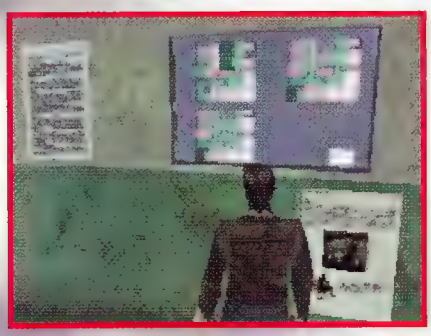
When you're ready to face the town again, exit the Police Station and head south to the corner of Crichton and Koontz streets. The gates to Alchemilla Hospital are unlocked: didn't the old woman say "the girl"—Cheryl?—might be there?

ALCHEMILLA HOSPITAL



Alchemilla Hospital First Floor

Push open the hospital gates to enter the small courtyard. Ignore the hungry dogs in the yard and duck through the double doors into the Waiting Room. You can use the Notepad on the Reception Desk to save your game.

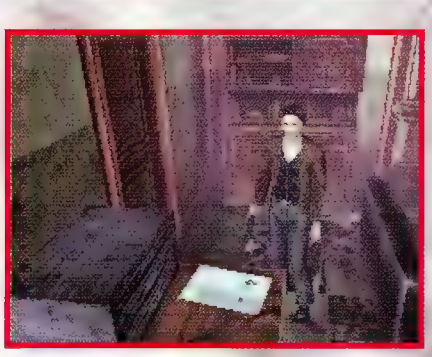


Take the Hospital Map from the wall near the entrance, and then head toward the unlocked Examination Room near the rear double doors. When you pass through the door, you find another survivor.

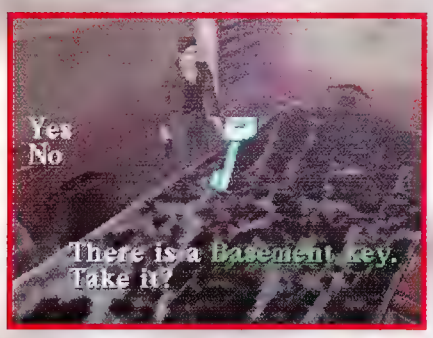
Meet Doctor Kaufmann, a resident at the hospital. He grips a pistol in his hands, and he doesn't look so good. Your sudden entry startles him. When he recovers, the Doctor explains his situation: He'd taken a quick nap on the job and awoken to a world gone mad—snow fell in the middle of summer and nightmare beasts prowled the streets. Then, with a shuffle and a bark, the Doctor declares he "can't just sit around doing nothing," and slips out of the room.

When you're alone, head into the neighboring office and continue through to the area behind the Reception Desk. Take the First Aid Kit from the shelf there, and then head back to the Examination Room.

Exit into the Medicine Room and examine the Newspaper on the desk. A gap where an article had been cut from the paper raises more questions: What was it about? Who cut it out? And why?



Head into the east hall. The Store Room and the Office both are locked, but you can enter the Doctor's Office in the corner. Take the Hospital Basement Map from the desk inside, and then head through the door next to the desk.



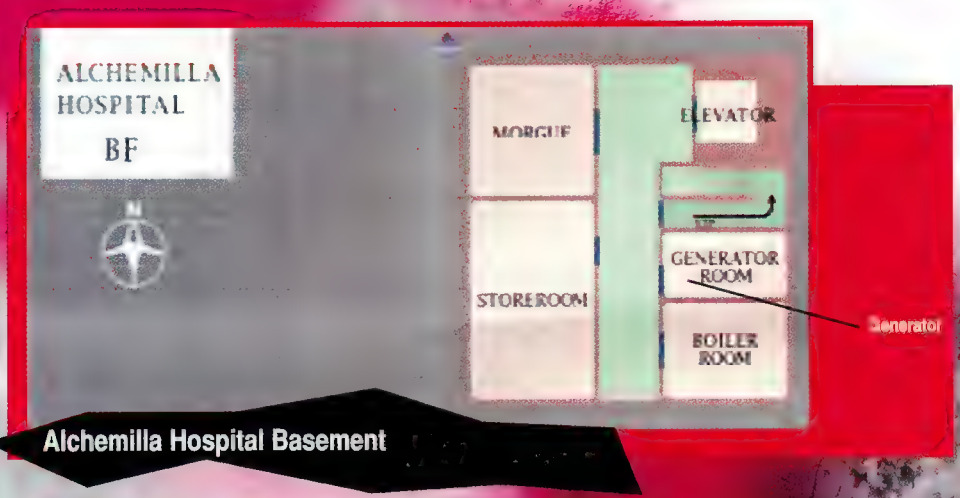
You enter the Conference Room. The Basement Key lies on the large marble table; take it, and then backtrack to the hall. Time to explore the Kitchen.

TIP

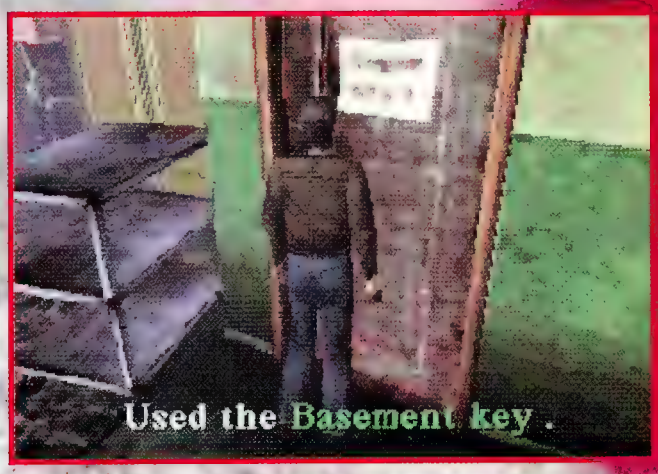
The Empty Bottle you can collect from the Kitchen counter is an optional item that isn't crucial to finishing the game. But if you want to experience an alternative ending, it's a good idea to snag it at this point.

In the Kitchen, pick up the Empty Bottle; you may need it later on. Exit and head to the Director's Office. Someone has ransacked the cabinets and desk drawers inside. Examine the area behind the desk to find a smashed vial on the ground.

Red liquid oozes from the shattered tube. Scoop what remains into the Empty Bottle. You now have an Unknown Liquid hanging out in your inventory. There's nothing left to collect here, so head out and over to the Basement Staircase, through the next door down the hall.



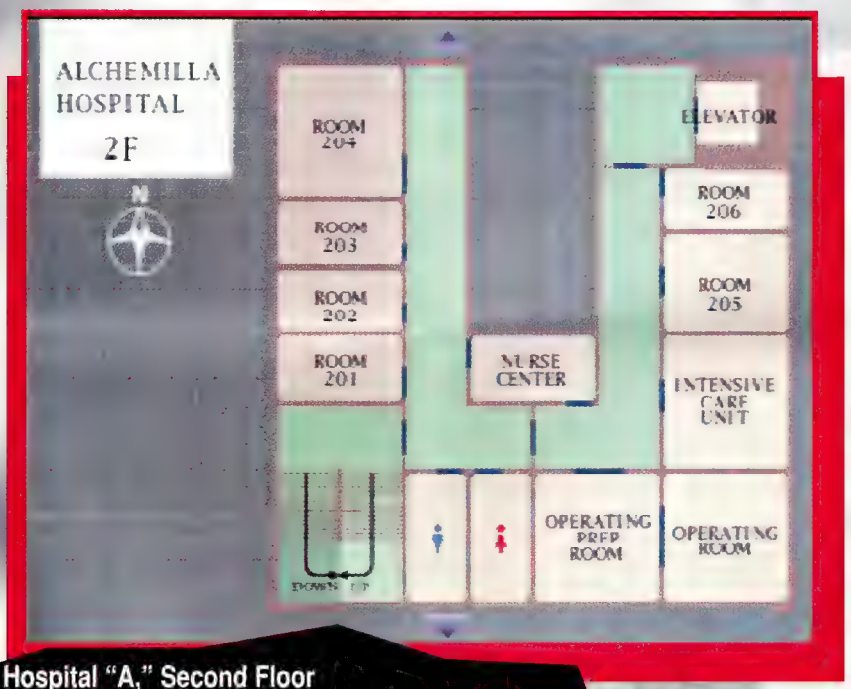
Alchemilla Hospital Basement



Unlock the door to the stairs with the Basement Key. Descend to enter a darkened Basement corridor. Flip on your Flashlight, and prepare to act quickly: you'll be tailed by a horde of hungry Cockroaches. All the doors in this hall are locked except the door to the Boiler Room.

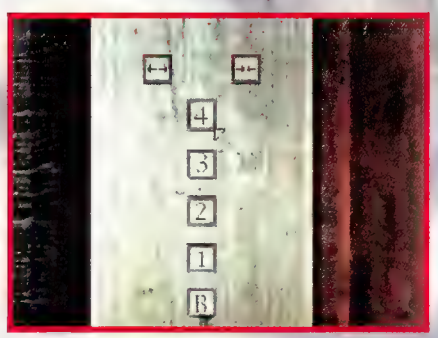
Inside the Boiler Room, you find a functioning generator. Examine the open panel on the right for a switch. Flip the switch to activate the power to the ICU rooms and to the elevator on the first floor. Now backtrack up the stairs to the first-floor hall.

Now you can use the elevator near the vending machines to investigate the top two floors. Inside the elevator, press the button for the second floor. You'll step out to find yourself in a small area with locked double doors. There's nothing else to do here, so hop back onto the elevator and head for the third floor.

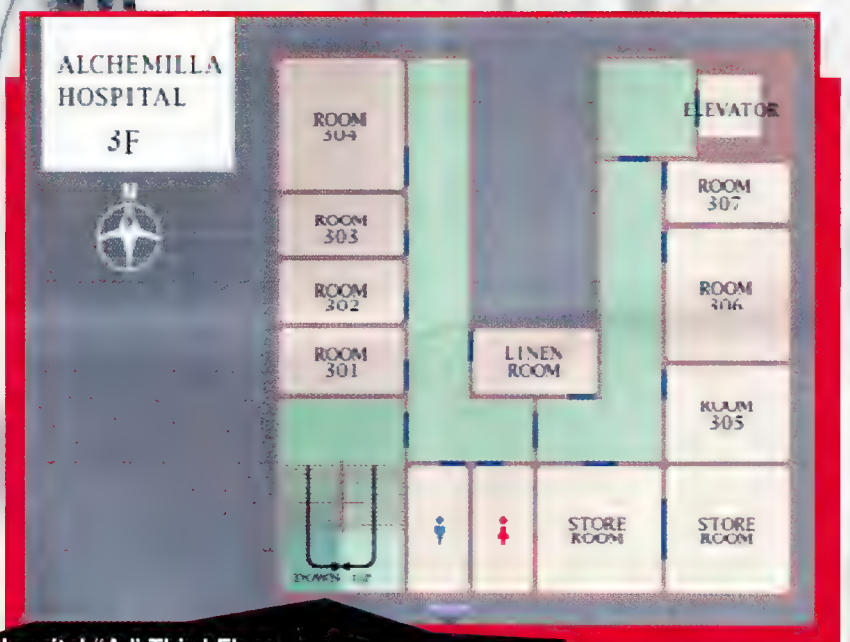


Hospital "A," Second Floor

There, it's the same situation: only a pair of locked doors greets you. This search of the top two floors seems futile, so simply hop back onto the elevator.



A *fourth floor* button has appeared! Go ahead and brave it.



Hospital "A," Third Floor

THE "OTHER" ALCHEMILLA HOSPITAL

When you step off the elevator at the fourth floor, you experience the fleeting vision of a young woman entering a dilapidated Antique Shop. This flash is inexplicable, but you feel it's prophetic somehow.

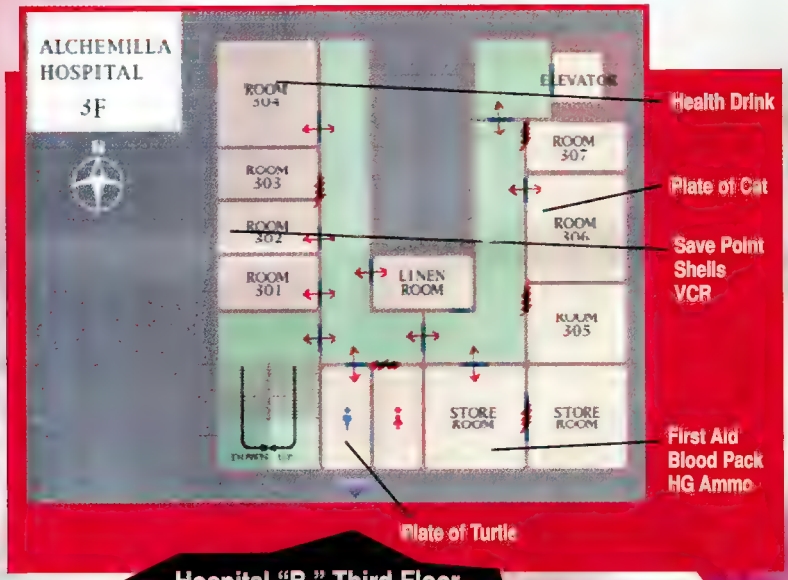
NOTE

Things get eerie on the fourth floor of Alchemilla Hospital. With its reddish (bloody?) walls and homicidal Nurses, it reminds you of the "other" Midwich Elementary School. Luckily, your maps work for the Hospital's lower floors.

Proceed through the double doors ahead. You find yourself in a foreboding corridor. You don't have a map for this area, because technically this floor doesn't exist. All the doors along this hallway are locked, so head through the double doors to a second hall.

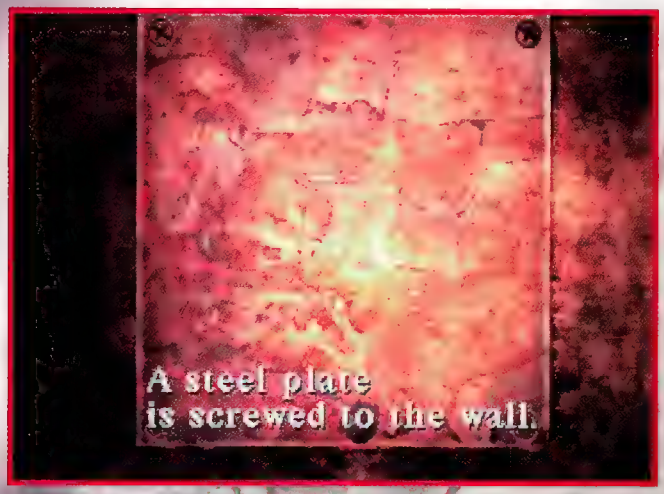
Flip on your Flashlight to navigate the deep darkness here. Again, no enemies lurk and all the doors are locked. Make your way down the hall to the staircase at the far end.

Descend the stairs to the third-floor landing. Your map function allows you to read the Hospital Map here. Head through the double doors into the west wing of the third floor and take out the Nurse loitering in the hall.



Hospital "B," Third Floor

Enter the men's bathroom at the south end. Make your way past the stained urinals and take the blue Plate of Turtle from the windowsill. Exit the bathroom and head north up the hall to Room 304.

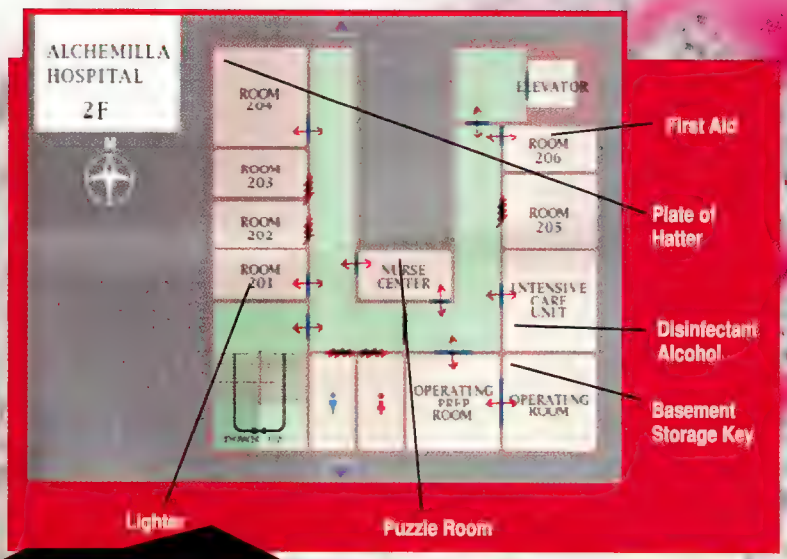


A Nurse awaits you. Avoid her or take her down; then take the Health Drink from a gurney. A Steel Plate is fastened securely to the rear wall. You can't budge it, so return to the hall.

Explore Room 302 to find an old VCR in one corner. You have no use for it, so pick up the box of Shotgun Shells (and use the Notepad, if you need to).

Room 301 holds only an empty, rusted Birdcage. It means nothing to you, so head for the double doors at the south end of the hall to enter the third floor's east wing.

Two Nurses hang out in the new corridor. Aim carefully and commence firing. After defeating them, head into the Storage Room on the right to pick up some goodies, including a First Aid Kit and some Handgun Ammo. A Blood Pack sits on the rearmost shelves. Pocket it, and then head back out into the hall.



Hospital "B," Second Floor

You can't enter the second Storage Room; rooms 306 and 307 are locked, as well. Choose to explore the only other open room in the hallway—Room 306. It's comfortably empty. A yellow Plate of Cat hangs on the rear wall. Take it, and then head back to the staircase in the west wing. Descend the stairs and head through the double doors to the second floor's west wing. Take out the two Nurses shuffling down the hall, and then enter Room 201.

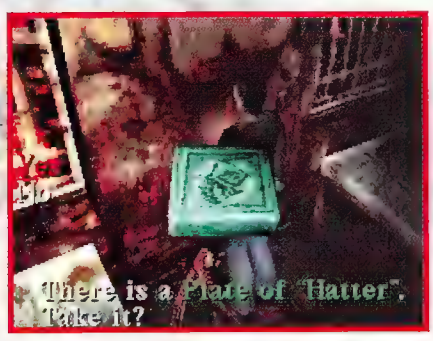
NOTE

THE STONE SLABS

Once you enter the third floor west wing, you'll find two stone slabs at either end of the hall. The north slab is mysteriously blank, while the south slab lists a string of patients' names under the heading: The Grim Reaper's List. What does it mean? Don't worry ... this isn't the last time you'll be seeing the slabs.

Either avoid the Nurse inside or eliminate her. The room is small, so decide quickly. You want to get the Lighter on the bed near the back wall. Once you have it in your inventory, return to the hall.

Rooms 202 and 203 are locked, so enter Room 204. Inside, you'll hear a scuttling sound. There are no Nurses lurching toward you, so inch inside to learn what's making the noise: lethal-looking tentacles wave menacingly from a crack in the rear wall.



Move to stand in front of the tentacles, pull out the Blood Pack, and use it. You'll toss the Blood Pack on the floor automatically, and this distracts the enemy long enough for you to grab the green Plate of Hatter from the rear wall. Now exit the room.

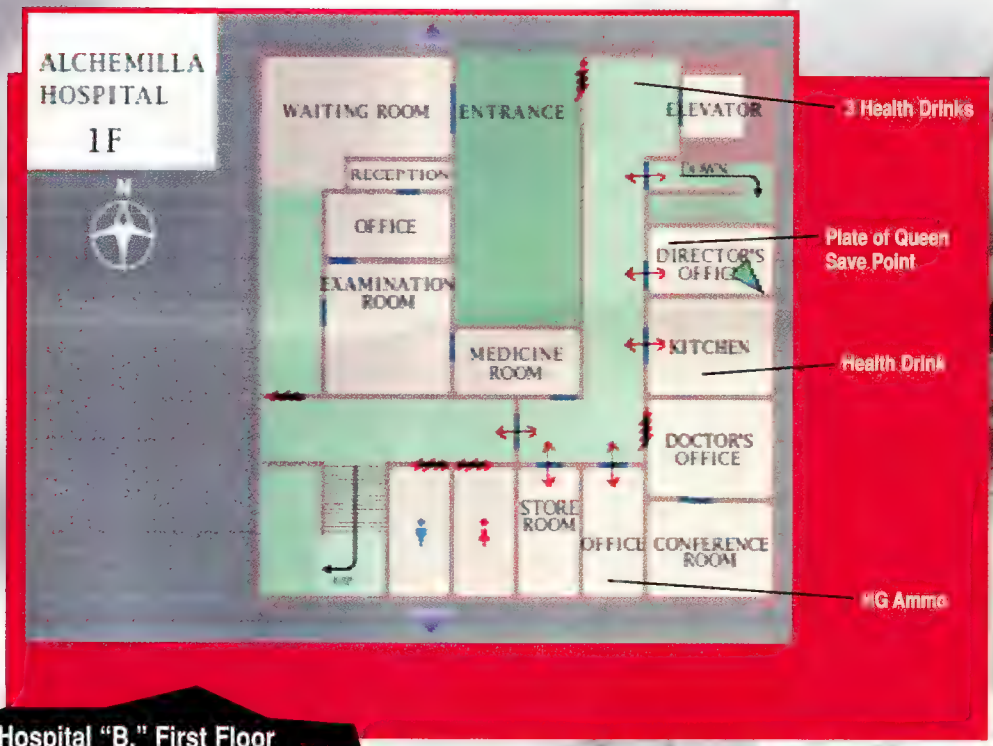
Head to the Nurse Center on the opposite side of the hall, and enter. A piece of paper is taped to the rectangular room's far wall. Give it a good read.

NURSE CENTER PUZZLE CLUE

"The clouds flowing over the hill"
"Sky on a sunny day"
"Tangerines that are bitter"
"The lucky four-leaf-clover"
"The violets in the garden"
"The dandelions along a path"
"Unavoidable sleeping time"
"Liquid flowing from a slashed wrist"

Now examine the door's lock, which comprises eight square slots arranged in a rough circle. Four slots are empty; colored blocks fill the other four. The Plates you've been collecting may fit, but you're missing one. Exit the Nurse Center and go to the staircase to the south.

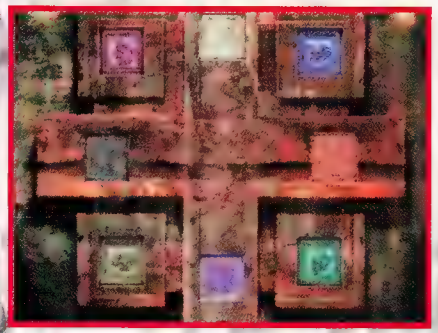
Descend the stairs to the first floor. A murderous Doctor with a large knife awaits you at the bottom of the stairwell. Either dodge him or take him out, and then head through the double doors into the first floor's side hall.



Hospital "B," First Floor

Another Doctor awaits you there, so prepare a weapon to take him out. Head into the Office to the south and pick up the Handgun Ammo. Find your way to the Kitchen, dodge the Doctor, and take the Health Drink from the counter. Back out in the hall, take a minute to examine the vending machines near the elevator. The one on the right will dispense three Health Drinks in a row.

Snag the drinks, and then head into the Director's Office. The final puzzle plate, the red Plate of Queen, lies on the desk. Pick it up, then use the Notepad on the back counter to save your game, if you want.

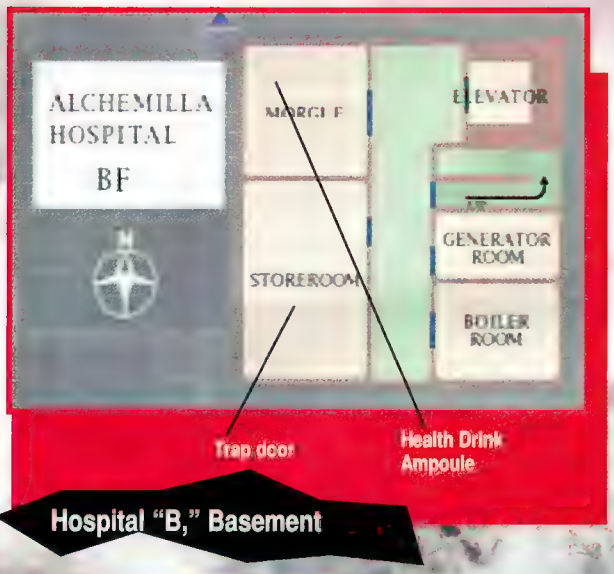


Head back out and take down the Doctor lurking in the hall. Climb the stairs back up to the second floor and make a beeline for the Nurse Center. Examine the door lock and place the puzzle plates in the slots in this order (clockwise): Plate of Turtle (blue), Plate of Hatter (green), Plate of Cat (yellow), Plate of Queen (red). You'll hear the door unlock. You're now free to explore the second floor's east wing.

When you enter the unexplored hallway, head south to the Operating Prep Room. Inside, take out the offending Nurses and head through the double doors to the right to enter the Operating Room. There, you'll confront another Nurse, but if you're quick, you can dodge her and grab the Basement Storage Room Key from the gurney without getting tagged. Exit back out to the hall.

Enter the Intensive Care Unit and grab the Disinfectant Alcohol off the cot. A Nurse lurks behind the gurney, but she probably won't have time to attack if you're quick about entering and exiting.

The only open room left in the hall is Room 206, so stop by and pick up the First Aid Kit from the chair in the back. Now it's time to return to the first floor and head down to the Basement.



Hospital "B," Basement

Descend the Basement stairs. You exit the stairwell to find the area teeming with enemies. Be quick and use your map to choose a direction to avoid fighting in close quarters. Head into the Morgue across from the elevator to pick up some Ampoules and a Health Drink (but dodge the Nurses).

Back in the hall, duck into the Storage Room using the Basement Storage Room Key. The shelves inside hold ammo and health items. But that's not all there is to do here: examine the cabinet in the rear corner.

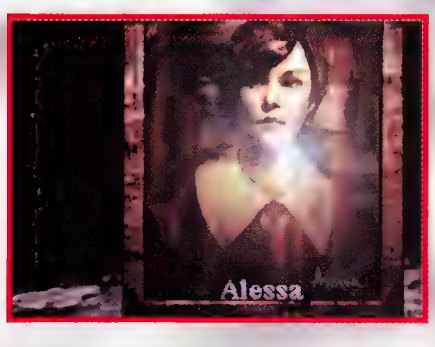
Position yourself between the rear wall and the cabinet; you'll be given a choice of pushing the cabinet. Do so to expose a secret door behind the cabinet. Time to see what's behind it.

You'll emerge in a small room filled with boxes. A square floor grate is overgrown with ivy. Don't worry, you've got tools. Use the Disinfectant Alcohol on the vines and then pull out the Lighter to burn away the ivy. Now you have access to the mysterious corridor below. Be brave and drop through the opening.

In the new area, head down the narrow passage and push open the large steel door at the end to enter a hallway packed with zombified Nurses. You needn't take them out if you're quick; stick to the left side of the corridor and duck through the steel door along the wall.

The second hall holds two more Nurses and six doors. Take out the Nurses and quickly head through the first door to the right. Dodge or take out the Nurse inside, and then pick up the unlabeled Videotape from the cot. Exit back out to the hallway.

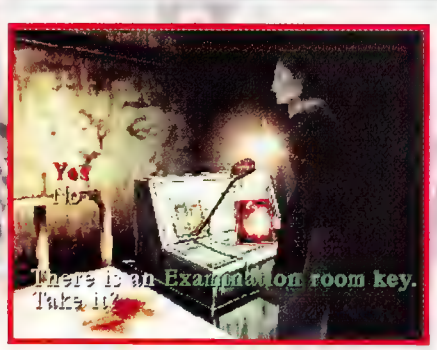
Go to the far-left door to enter a room apparently vacated only recently. Why would anyone sleep in such a foreboding place?



The portrait on the I.V. machine next to the bed is labeled "Alessa." Who is this girl, and why does she look so much like Cheryl? What has been taking place in this horrible room? Further examine the top of the machine.

VIEWING THE VIDEOTAPE

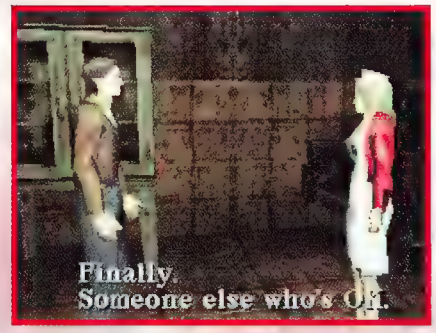
Curious about the content of the Videotape? Then head up to Room 302, on the third floor. Pop the Videotape into the VCR in the corner. In the distorted recording, a young woman seems to be pleading. Sadly, the footage is nearly undecipherable. What is she scared of? And what is she really saying?



Pick up the Examination Room Key from the top of the I.V. machine and exit into the hallway. Make your way back up to the first floor of the hospital and enter the last unexplored area—the Medicine Room.

Try to dodge the Doctor moving about inside. He's slow and there's only one of him, so it shouldn't be too difficult. Cross to the other side of the room and use the Examination Room Key on the door there.

When the door swings open, a cinematic ensues. As the Flashlight's beam swings wildly about the dark Examination Room, you'll glimpse a frightened young nurse cowering beneath a table. She dashes from her hiding place and clings to you in relief.

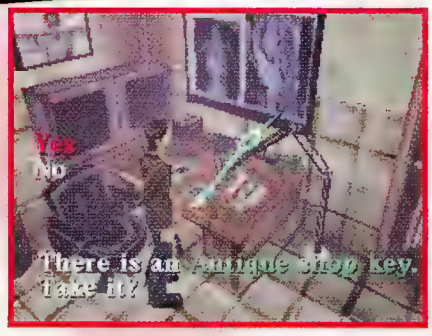


When the cinematic ends, you learn her name is Lisa Garland. She appears genuinely afraid and confused. She can't answer your questions, claiming she was knocked out only to come to in this nightmare world. Before you can learn more, your head begins pounding furiously and the world goes black around you ....

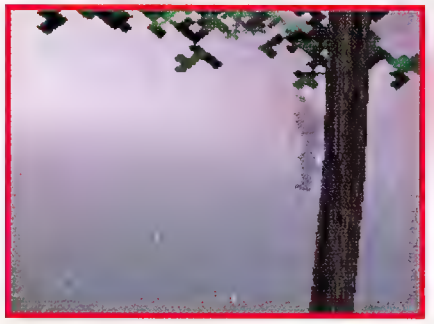
THE "OTHER CHURCH"

You awaken groggy and confused on a cot in the Examination Room. Sunlight streams in through the window. Lisa has disappeared. In her place, you again meet the old woman from the Balkan Church.

This time she introduces herself as Dahlia Gillespie. "You're too late," she tells you. She pleads with you to stop the spread of the Mark of Samael appearing throughout the town. To keep Silent Hill from being "devoured by the darkness," you must make your way to the mysterious "other church." Old Lady Gillespie abruptly ends the conversation and leaves, but not before dropping the Antique Shop Key on the desk near the door.

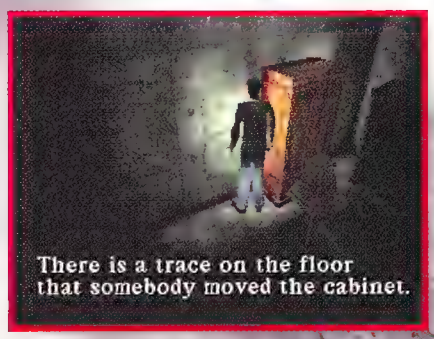


Pick up the Antique Shop Key and exit the Examination Room. Head out to the Waiting Room. (Use the Notepad there if you need to. It's time to venture back out onto the streets of Central Silent Hill.



When you emerge from the Hospital courtyard, head right on Koontz Street to the intersection of Simmons Street. Pick up the Health Drink from the Café table on the corner. Then head left and keep running north to the end of Simmons Street.

You'll spot a familiar doorway on the right. Remembering the young girl in the blue dress you glimpsed when you stepped off the fourth-floor elevator at the Hospital, step into the doorway and use the Antique Shop Key.

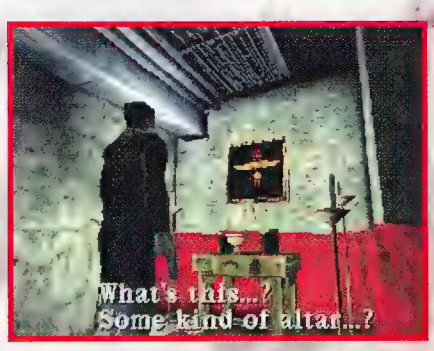


Inside the Green Lion Antique Shop, you can use the Notepad to save your progress, and then pick up the ammo and items lying on the tables. If you examine the wooden cabinet leaning against the stone wall at the back you'll find something interesting. Scratches on the floor indicate the cabinet was moved recently.

Choose to push the cabinet and you'll reveal a gaping hole in the wall behind it. As you move in to inspect the hidden passage, a noise behind signals someone's entrance.

It's Cybil. She tells you she's been unable to leave Silent Hill because every road out of town has been destroyed. She adds that she followed you into the shop after she spotted you on the street. Ask Cybil if she's seen your daughter. She tells you she saw a young girl on Bachman Street, but she disappeared into the mist toward the Resort Area.

You try to tell Cybil what you experienced in the School and Hospital. She shrugs off your questions about the strange "other world" that rings with distant sirens and is occupied by the lonely nurse, Lisa Garland. Then she suggests you both explore the area behind the wall.



When you have control of Harry, enter the small hallway leading behind the stone wall. The narrow corridor leads you to a small room that houses a strange altar. This must be the "other church" Old Lady Gillespie was blathering on about. What deity is worshipped in this secret room?

Take the Axe from the wall to the right of the altar. There's nothing left to do here, so attempt to head back out to report your findings to Cybil.

Before you duck through the hole, a flash of light catches your eye: the altar has burst into flames! The world fuzzes out and you feel yourself slipping away once again.

FINDING LISA

You regain consciousness back in the Examination Room of the Alchemilla Hospital. Lisa stands at your side. You were having a bad dream, she says. Lisa doesn't look so great, herself, but she waves off your concern.

Lisa expresses her relief at having you to keep her company. She goes on to answer some of your questions, and seems to know a lot about Dahlia Gillespie. She mentions rumors circulating around Silent Hill about Dahlia's daughter who died in a house fire, as well as some "occult stuff" practiced by some older citizens before Silent Hill became a resort town. Does this explain the demonic graffiti? What part does Dahlia play in all the madness?

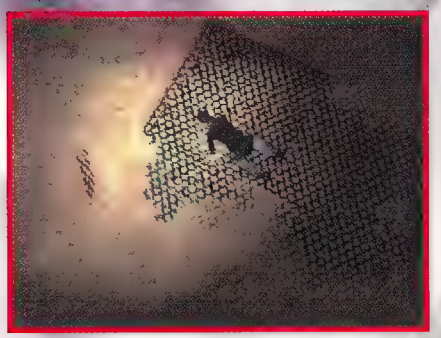
Suddenly your world shifts. You awaken on the floor of the Antique Shop, but the antiques are gone, replaced by the fiendish darkness of the town's "other" side. You feel compelled to reach the lake to find Cheryl, but how can you, if no roads remain to the lake area? You must return to the Hospital to talk to Lisa; surely she can help. What if it's all just a weird hallucination resulting from the car accident?

Use the Notepad near the door to save your game, if you need to; then exit the shop. Out on the streets, the nightmare has corrupted everything. Chain link lines the streets and demons lunge from every shadow. Quickly dodge the enemies and run to the right, sticking close to the buildings alongside the road.

When you reach the chain gate across the entrance to the Silent Hill Shopping Center, notice the torn area just large enough for you to squeeze through. Run straight through the hole to enter the large, abandoned mall at the heart of Central Silent Hill's shopping district.

There are no items to collect on the ground floor, so head to the escalators to explore the upper regions. Before you step on, a nearby wall of TVs suddenly springs to life. Strange images flash on the screens, interspersed with desperate pleas from your daughter. You must hurry to find Cheryl at any cost!

Climb the escalators and make your way to the walkway on the left. Duck inside the Jewelry Shop and take the two boxes of Rifle Shells and the First Aid Kit from the display cases. Use the Notepad to record your progress, and then exit the shop. As you do, your radio begins to buzz.



Head left. Just beyond the range of your flashlight, a large worm appears to be feasting on a corpse, but you can't be sure. As you close in to investigate, the grate beneath your feet suddenly gives way, sending you plummeting far below.

You land on a sandy plot in the mall's lower level. As you recover, something bursts from beneath the sand and scurries across, only to dive back under. It looks like a giant Larva. And your Radio is buzzing louder than ever.

THE MUTANT LARVA

When the Larva burrows back down, pick up the Hunting Rifle leaning against a broken display window along the wall. Don't equip it immediately, however. Instead, arm yourself with the Shotgun.

The strategy for defeating the Larva boss is simple, but difficult to execute perfectly. Move around the small lot, listening. When you hear the sound of the Larva surfacing, locate it quickly and fire several rounds at it before it disappears again.

The difficulty lies in predicting where the Larva will surface. You can lure it aboveground by pausing in one place briefly. Usually, the monster will surface directly under you or close by. Don't wait for it to surface; instead, move around in a small circle.

When it rears its ugly head above the sand, take two or three shots at its body. You can get off a fourth shot if you're extremely quick and accurate. Otherwise, be patient and don't waste Shotgun ammo. Avoid the Larva's touch to keep your health up, and watch out for the small red projectile rays it launches toward you from time to time.

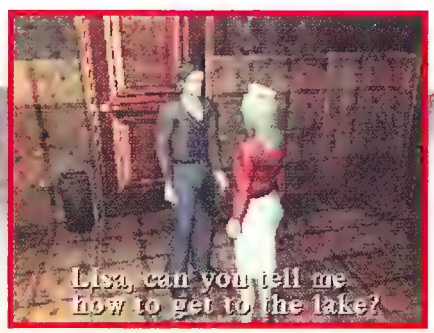
After you unload seven to 10 shots into its torso, the beast curls up into a tight ball. It appears to be dead, but the Larva is very much alive, and will escape through the glass doors at the far end of the room. The fight is over.

With the glass doors broken, you can exit the Shopping Center altogether. Head to the rear of the mall and make your way to the right. Dodge the flying demons and continue down to the metal walkway into the darkness.

On either side of the walkway, you'll notice an endless field of windmills: the whole town has been transformed! Monsters inhabit every crevice of the city, and everything has taken on a devilish appearance. Is there any way to reverse the nightmare? When you hit Sagan Street, follow it west to the relative safety of the darkened Police Station.

Inside, take a breather and pick up ammo for your Shotgun and Handgun from the counters. There's also a Notepad to save your game. It's wise to do so before reentering the town.

When you're ready, head back out onto Sagan Street and follow it to Crichton Street on the west end. It's a long run down Crichton Street to the Alchemilla Hospital gates. Duck through them and into the building.



Proceed to the Examination Room, where you find Lisa more frightened than ever. She's relieved to see you and asks that you never leave her alone again. Nevertheless, you must get to the lake. Lisa suggests exploring the sewers near Midwich School. She's heard they lead there.

You offer to take Lisa with you, but she refuses. She can't explain it, but there's a powerful force at work in the Hospital. If she leaves, she's sure "something bad will happen." Exit the Examination Room and save your game at the Reception Desk.

When you leave the Hospital, you notice how suddenly quiet it's become. The rain has stopped falling and the area is devoid of enemies. The street also seems to have changed. A vast nothingness lies to either side of the east–west road. Your only route lies straight ahead, up the steps to the Water Tower.

THE MOTH

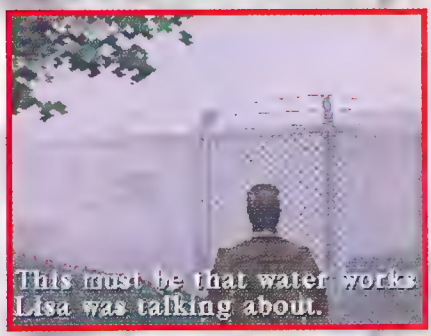
You have company atop the Water Tower. The Larva's back, but it's all grown up, now, and you must face a gigantic Moth. The monster uses three attacks—a single red projectile ray, a three-part projectile ray, and an old-fashioned body whack with its torso. Use the tank to block some of the Moth's attacks and gain ground.

This can be a quick fight if you have enough Health Drinks. (To fight conservatively, prepare to do a lot of juking around the Water Tower.) The fight can be over in seven to 12 shots into the Moth's body. If you fire in rapid succession with the Shotgun or Hunting Rifle as you face the Moth, you can even avoid getting hit. But don't get cocky: this boss's attacks can do serious damage if they hit you head on. Keep moving if you're low on health items, and take potshots at the Moth when it pauses between attacks. Never let the Moth get close, or it will smack you with its stubby torso.

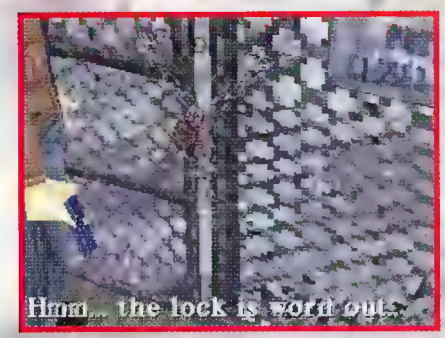
When you deliver the final blow, the Moth dissolves in the mist and the world returns to its former state.

THE ROAD TO THE LAKE

Killing the Moth has had a strange effect on the surrounding town. As the monster fades, you're free to exit the Water Tower and head toward the Sewers, in the town's residential area.



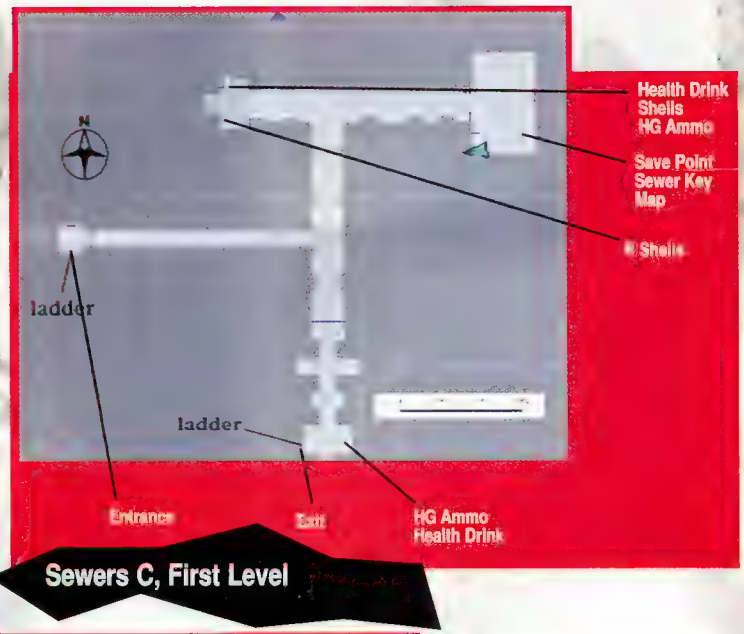
Head back over the Drawbridge. When you step off on the other side, a cinema takes you automatically to the wire fencing around the Sewer entrance.



A rusty lock is firmly in place on the gate. After inspecting it closely, though, you decide perhaps it will give way to a couple of good whacks with a heavy object.

It's time to pull out the Steel Pipe or the Axe. Give the weapon a couple of good swings when you're directly up against the lock and the rusted fragments will drop to the ground in a heap. That was easy enough. Let's hope the Sewers are, too.

In the tiny yard beyond the gate, you discover someone has carelessly left a manhole open, allowing you direct access to the area below. Hop in and prepare to plunge straight into the dark heart of the Sewers.

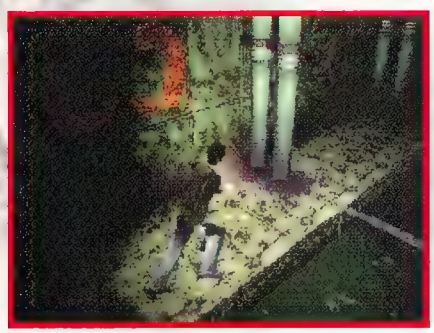


Sewers C, First Level

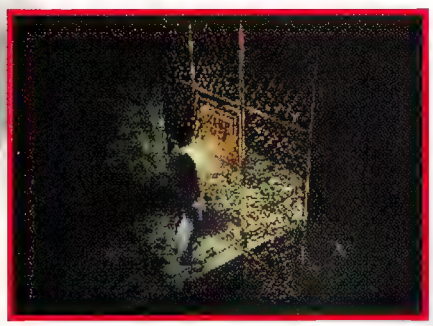
After lowering yourself off the ladder to the ground floor of the Sewers, you have only one way to go. Follow the tunnel to its opening.

You face a branch in the pathway, so head left at the sewer pool and follow the walkway. Some interesting demons swing down from the ceiling every time you pass by, but they're fairly slow. Keep moving and you won't give them a chance to catch up.

Follow the walkway around the corner to the left and follow it to the far cul-de-sac. Tons of items lie on either side of the small pool (Health Drink, Rifle Shells, Shotgun Shells, and Handgun Ammo), so make sure to stock up and dodge the army of Cockroaches nipping at your heels.

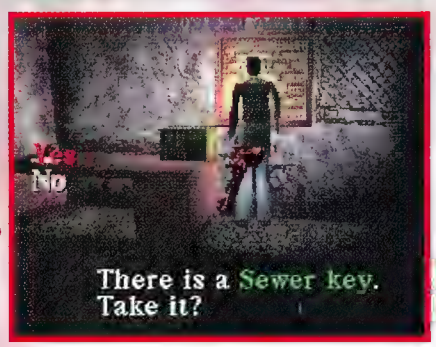


When your pockets are full, head back down the opposite side of the wide tunnel, retracing your route. Cross the second bridge leading to the right, then follow the pathway until you reach the following bridge leading to the left.



You come to one of the many sewer gates labeled "Keep Out," in the maze, but this one is different: it's unlocked. Head through it and follow the curving path around the stone walls.

Soon you find yourself running up some steps and over a set of generators. Continue following the walkway into an open Sewer Office.

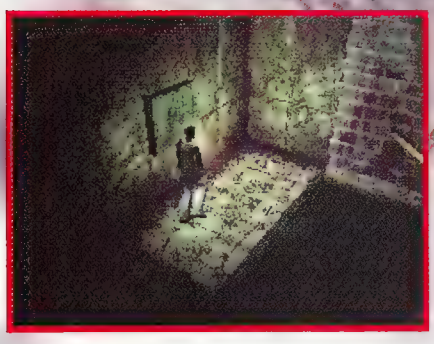


Use the Notepad to save your game, and then take the Sewer Map from the desk. Don't miss the open wall cabinet, where you'll find the all-important Sewer Key. It will unlock the solitary door near the opening of the tunnel you entered through (the blue line in the south section of the map).

The trip back to the locked door is trickier than you'd expect, however. You must check your map often to make sure you're still headed in the right direction; the confusing network is full of dead ends and monsters. Head through the open gate to the right of the Sewer Office and follow the path to the next closed gate. You'll unlock it and pass through.

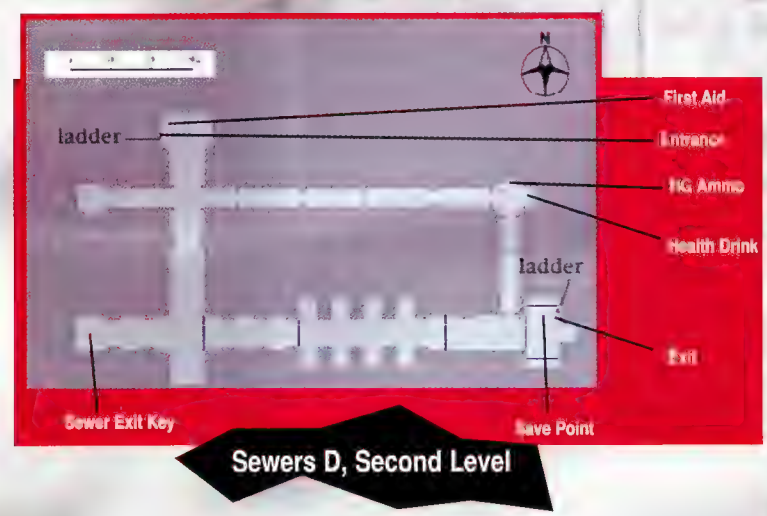
Follow the walkway to the first bridge and cross over to the right. Follow the walkway west, and then cross the bridge near the cul-de-sac where you picked up all the ammo and Health Drinks.

After crossing the bridge, follow the path east and round the corner to the south. Move quickly, outrunning all the lurking demons, until you reach the locked gate across the tunnel south.



Use the Sewer Key to unlock the gate, and then pass through and follow the walkways to the south cul-de-sac.

A box of Handgun Ammo and a Health Drink await you on the left side of the cul-de-sac. Pick them up, and then head to the right to climb the ladder to the Sewers' upper level.



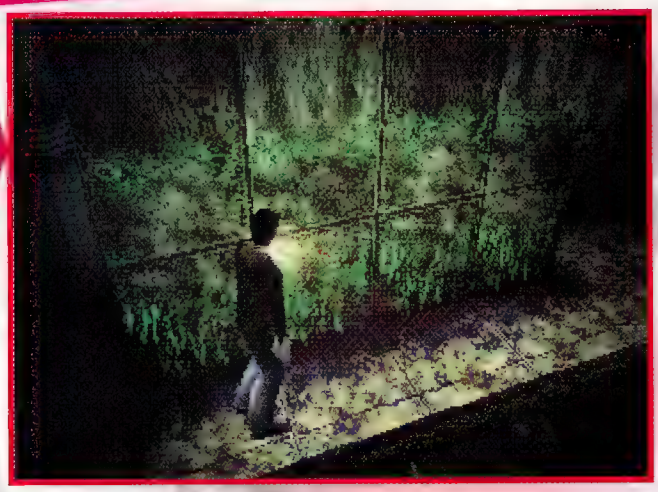
Sewers D, Second Level

D section of the Sewer tunnels is less confusing than the first network of pathways, but it harbors far more enemies. Be on guard, always prepared to *run!* But first, pocket the First Aid Kit waiting to the right of the entry ladder.

Follow the blue grating into the wide tunnel to the left. Head into the left tunnel at the fork; the right-hand tunnel holds only a lot of rubble.

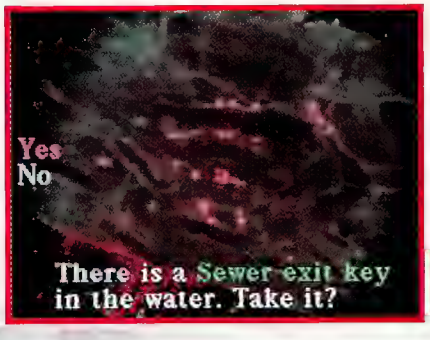
Jog east through the tunnel and take a right when you enter the next area. Pick up the Health Drink and the Handgun Ammo. The gate across the next fork remains locked no matter what you try. Head back west through the open gate amidst swarms of Cockroaches and demons.

Follow the narrow blue pathways past the numbered tunnels to the right-hand side of the large locked gate. Pass through the unlocked door into the new area.



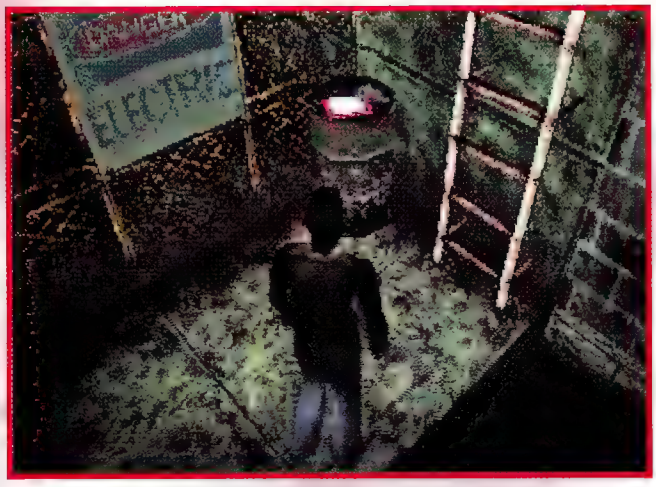
The sewers become more and more dilapidated, with rubble and trash clogging the waterways and pools. Zigzag down the uneven path to the next gate. Pass through to find yourself in the final cul-de-sac.

Although there seem to be no enemies in this small area, it's likely some are just waiting for an opportunity to rear up out of the murky water. Approach the edge of the steel floor grate and notice the bloody cloud in the dark water.



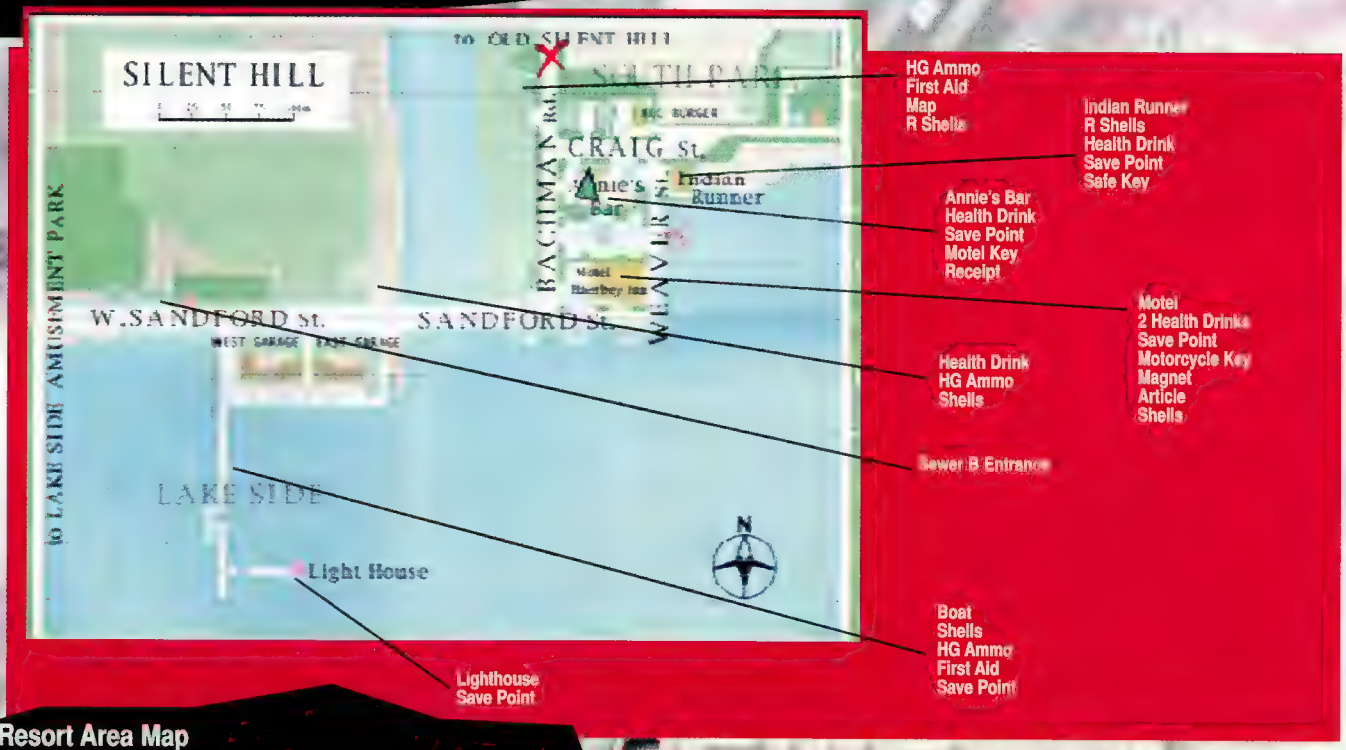
Bend over and take a closer look: the Sewer Exit Key floats in the blood. After you fish it out, company arrives—a slew of sewer demons. Hightail it out of there and avoid wasting ammo on enemies you can outrun easily.

Backtrack through the three gates all the way to the exit gate in the east. Unlock it with the Sewer Exit Key and duck through to avoid getting swiped by the slow-but-dangerous demon just waiting for the gate to open.



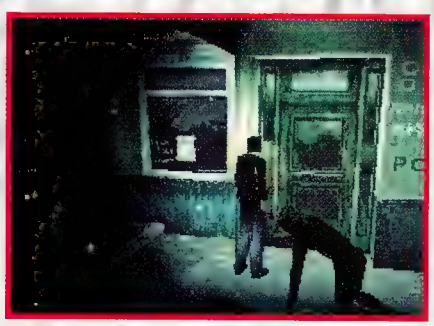
At the other side, you can use the Notepad on the oil drum to save your game, if you like. It's time to see where the Sewers have taken you. Climb the ladder out of this foul area.

SILENT HILL RESORT AREA



Resort Area Map

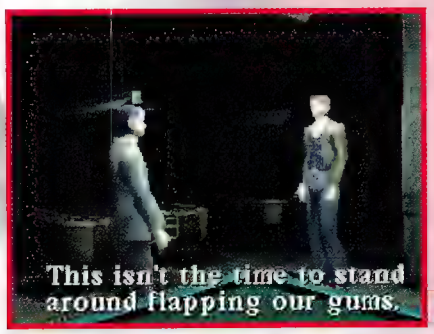
You poke your head out of the opening to discover you've emerged in a completely new area. Is this where you and Cheryl had planned to spend your vacation? Is this the lake?



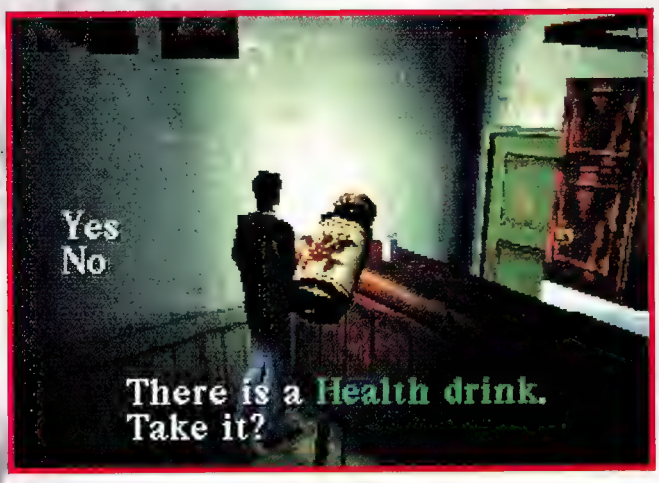
On your map you'll note several areas of interest—Annie's Bar, the Indian Runner, and the Motel. Take time to check the map before you set out down the road, because the Resort Area's packed with demons of all kinds who'd kill for a midnight snack. All locations are nearby, so head south down Bachman Road. First stop: Annie's Bar.

Near where you emerged, you find the wrecked shell of a gutted building. Explore the only wall left standing to find the Resort Area Map and examine the ground for a bunch of goodies—First Aid Kit, Rifle Shells, Handgun Ammo.

In the Bar, you again encounter Dr. Kaufmann from Alchemilla Hospital. This time, he's pinned beneath the claws of a Demon Ape. Pull out your Handgun and save the good doctor's hide.

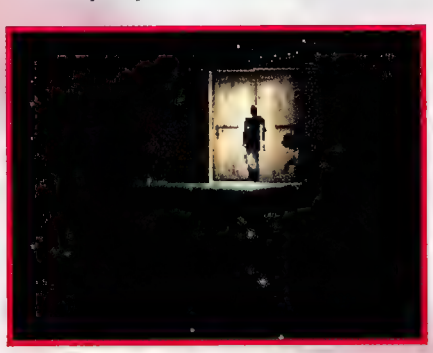


When the scuffle ends, the doctor appears to be in good shape. He departs in a hurry, mumbling that he still hasn't found a way out of town, and he expects rescuers from outside to arrive very soon. With neither a wave nor a thank-you, Kaufmann leaves you with your questions unanswered.



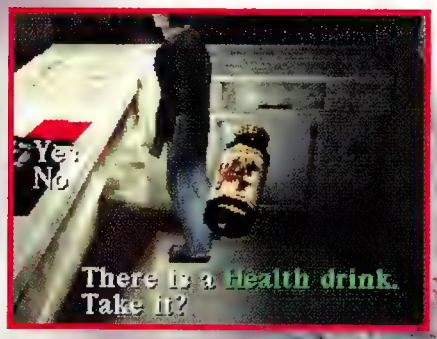
Check the counter near the bar for a Notepad, as well as two Health Drinks. Take a minute to examine the area between the pool tables: in his rush to leave, Dr. Kaufmann dropped his wallet. Lucky you.

Open the wallet and you'll pocket a strange key tagged with the numeral 3, as well as a store Receipt. Examine the Receipt. Written on it you'll see the numbers 0-4-7-3. The mysterious key and Receipt deepen the mystery around the inhospitable Dr. Kaufmann. What was he doing here anyway?

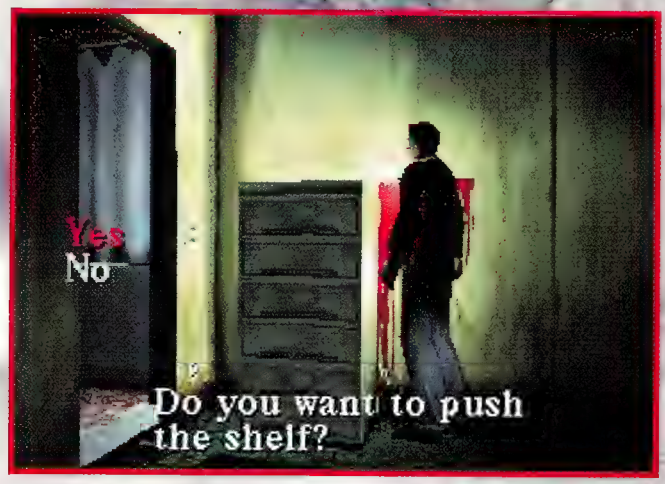


Exit Annie's Bar and head to your right up Bachman Road to Craig Street. Follow Craig Street east to the Indian Runner, behind Annie's Bar.

A combination lock prevents you from entering the small building. Use the numbers written on the Receipt Kaufmann dropped (0-4-7-3) to unlock the door and enter.

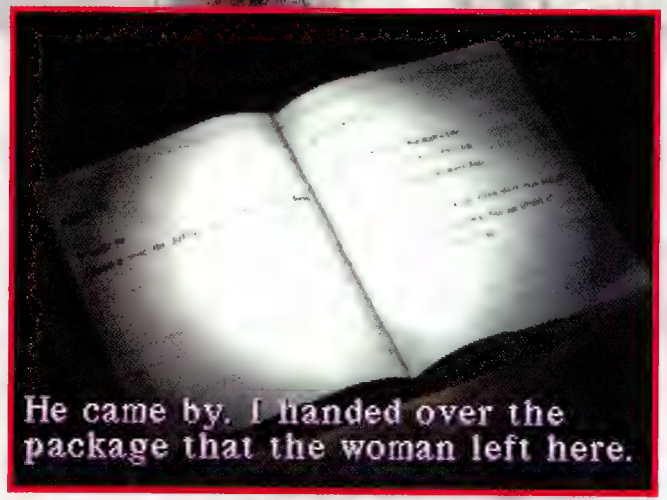


You stand in the doorway of a general store. Pick up the Rifle Shells and Health Drinks lying on the countertops and shelves.



Go behind the counter and examine the small cabinet against the wall. You'll find a Safe Key in the cabinet drawer, but before you go snooping in the safe under the counter, read up on the town's citizens in the red book on the counter near the cash register.

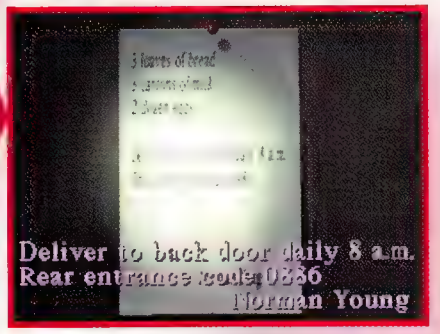
It's a Datebook, and it contains entries written by a store employee.



August 20
He came by. I handed over the package that the woman left here.

September 12
He showed up at Norman's too.
Don't want to be involved with the likes of them anymore, but ...
I'm getting creeped out even more than before.
Thought of leaving town, but I'm afraid of what will happen if I do.

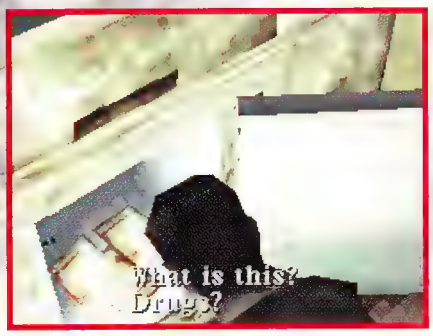
There are some memos tacked up on the wall, as well. Will they reveal more clues or create more questions? Read the "shopping list":



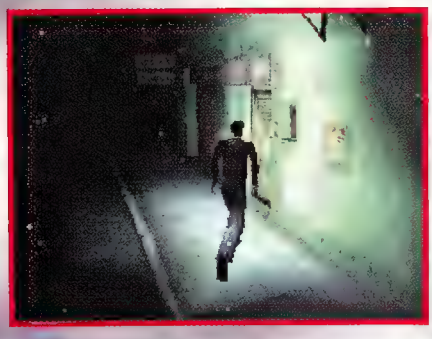
3 loaves of bread
3 cartons of milk
2 dozen eggs

Deliver to the back door daily 8 a.m.
Rear entrance code 0886
Norman Young

A black-and-white photo on the wall next to the shopping list shows Norman Young himself standing before his property—the Resort Town Motel. Copy down the rear entrance code on a piece of paper, and then turn your attention to the safe under the counter.



Use the Safe Key to unlock the door to the safe. The door swings open to reveal some plastic bags filled with a white powder. Drugs? Well, it sure ain't pure cane sugar—but why is it here? Does it relate to the memos in the Police Station about a drug ring? Could be, and it looks like the good doctor is right in the middle of the mounting conspiracy. But you don't have time to go chase down drug pushers when your daughter is still missing, so ignore the urge to play narc and exit the Indian Runner.

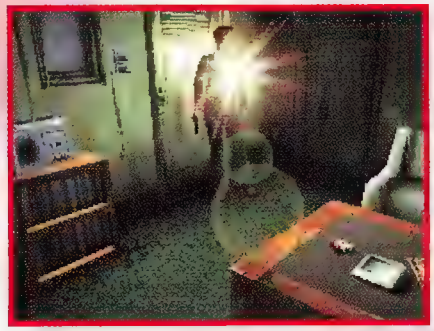


Locate the Motel on your map; it lies just south of Annie's Bar. From the Indian Runner, head south on Weaver Street. There are two entrances to the Motel—one through the parking lot and the other through the back door. To enter the Motel Office, locate the rear entrance, which has the electronic lock.

NOTE

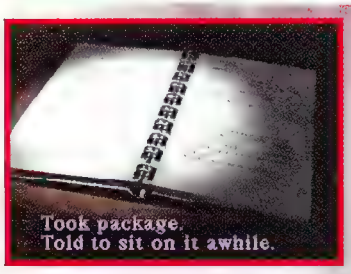
Your trip through the Pool Hall, Indian Runner, and Motel are optional events you can pass up if you don't feel like exploring or are going for some sort of time record. Keep in mind, however, that your second meeting with Dr. Kaufmann triggers certain end events that won't happen otherwise. Welcome to the game's first flagpoint.

Use the code you copied from the shopping list in the Indian Runner (0-8-8-6) to disarm the electronic lock on the Motel's back door. When you hear a click, the door is unlocked.



The door swings open on the back room of the Motel Office. This should be a good place to find more clues to what's going on in Silent Hill. Maybe you can even find something that points to where your daughter is. Take a good look around.

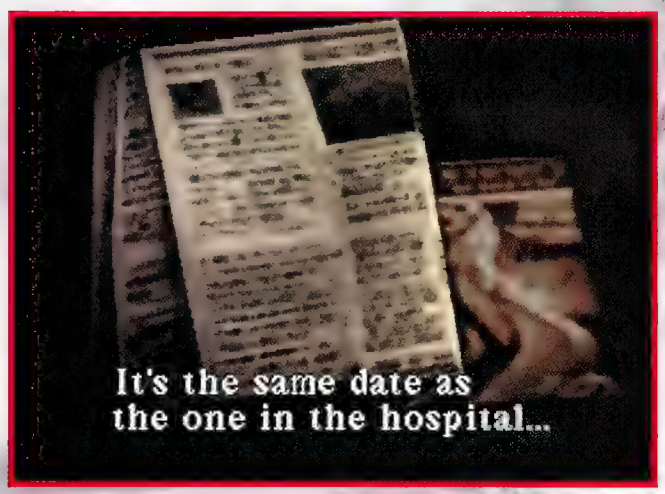
You spot some papers and a Magnet on the desk near the entrance. Inspect them: the paper turns out to be yet another Datebook with a single entry:



September 10
Took package.
Told to sit on it awhile.
Don't want to get involved, but can't disobey ...
He's probably linked to the death of the Mayor and others.

The mystery deepens. Is the gruff doctor behind what's going on? And is the woman referred to in the Indian Runner Datebook Dahlia Gillespie? Pick up the Magnet and explore the rest of the back room.

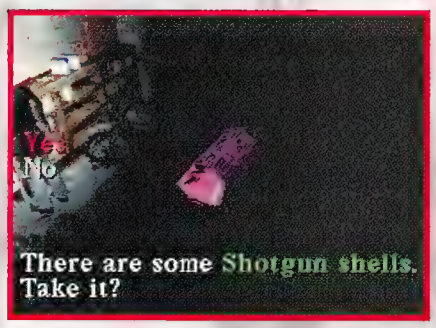
A newspaper clipping lies on the coffee table. It shows the same date as the newspaper you found in the Alchemilla Hospital Medicine Room: you've found the missing article! It reads:



Investigation stalled. "PTV" dealers still at large.

Suspicious deaths continue. Like the anti-drug mayor, a narcotics officer dies of a sudden heart failure of unknown origin.

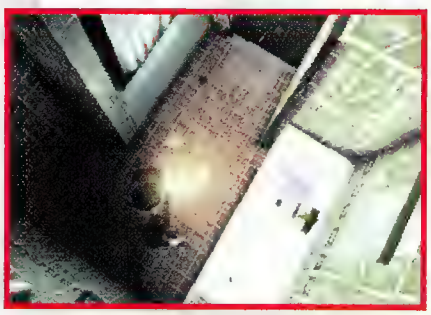
You're unsure what any of this has to do with your missing daughter, but it's clear something's been building beneath Silent Hill's tranquil exterior. Head into the side room through the doorway near the desk nearest the backdoor entrance.



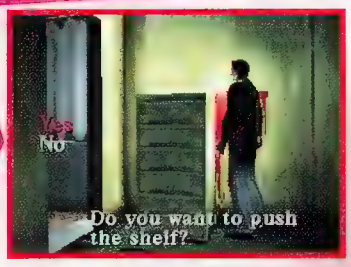
You enter a darkened garage that houses a broken motorcycle and some miscellaneous automotive goods. Take Shotgun Shells and Health Drink from the shelves; then examine the motorcycle.

Although the motorcycle hasn't been used for a while, its gas tank was tended to recently. The dust around the gas cap has been cleaned away. What's inside the gas tank? You can't open it until you find the key for the bike, so exit the garage and head through the back room to the front of the Motel Office.

Save your game in the Notepad there, and then head out through the front door into the enemy-free parking lot. What do you have to lose? Try the Number 3 key Kaufmann dropped in Annie's Bar on the Motel Room 3, left of the office.



It works. Enter Room 3. You find nothing in the front room, so check out the bathroom. There's a Health Drink on the counter. Pick it up. Then, if you're brave, pull aside the shower curtain to find—no one.

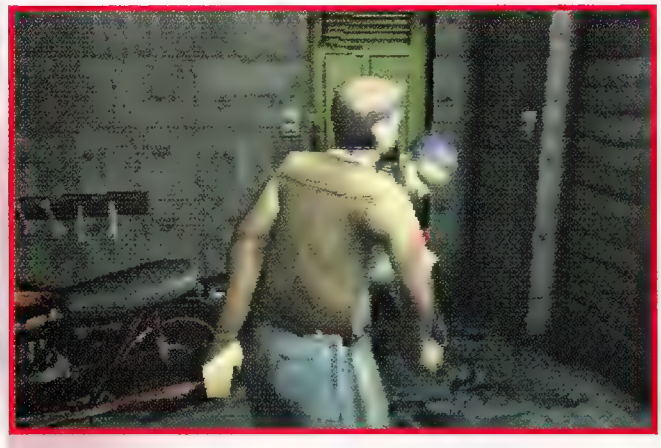


Return to the front of the motel room. Notice the bloody streaks on the wall near the dresser. Take the hint and examine the dresser where it meets the wall. You discover you can push the dresser a bit. Shove it against the corner.

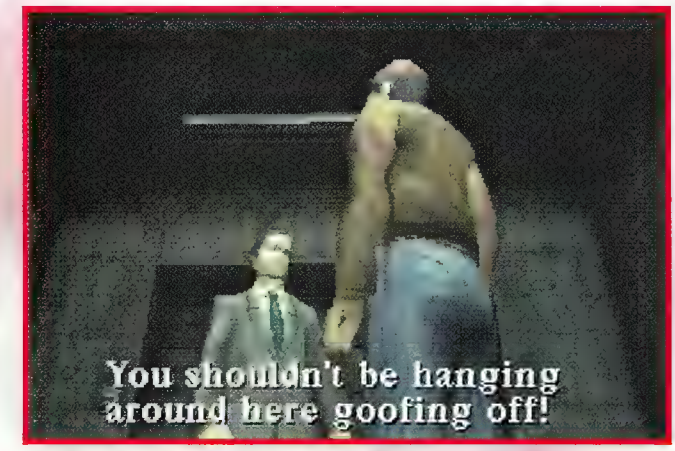
Doing so reveals a gap in the floorboards. A silver key gleams in the beam of your flashlight, but you just can't seem to fit your hand through the crack to grab it.

Pull out the Magnet and fish for the key. Hook it and pull it out. You now have the Motorcycle Key in your possession. Cool. Exit Motel Room 3 and head back to the Motel Office.

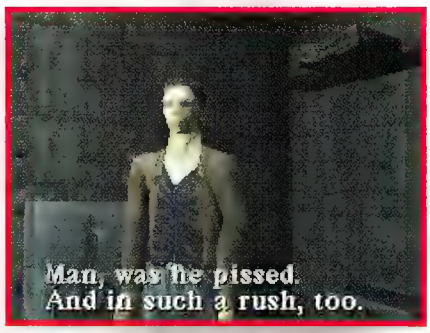
Return to the garage and use the Motorcycle Key on the unused bike. The gas cap pops off to reveal a glass vial filled with a strange red liquid, identical to the one you found smashed in the Alchemilla Hospital Director's Office.



Before you can examine the vial more closely, Dr. Kaufmann suddenly enters the garage.



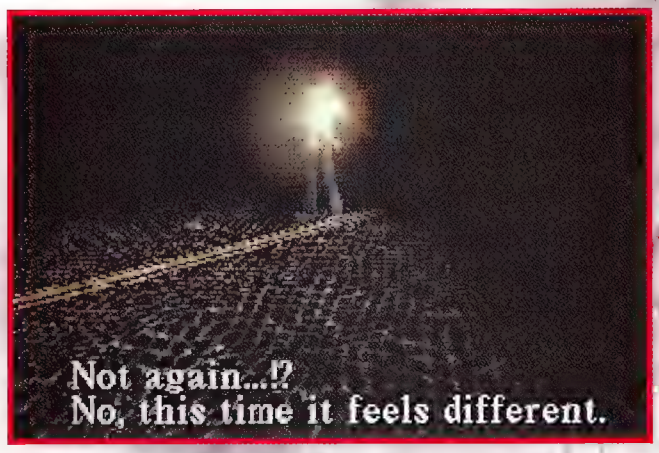
He's quick to scold you for dawdling instead of looking for an exit. When he notices the vial in your hands, he snatches it from you and complains even louder. Then he exits the garage, taking the vial with him.



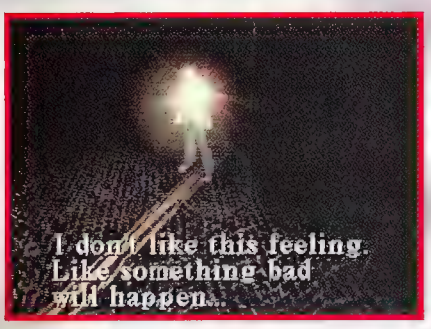
Filled with suspicion, exit the Motel and return to the darkened streets.

EXPLORING THE PIER

Take a right as you exit the parking lot and head south down Weaver Street. Turn right at Sandford Street and follow it all the way to the piers. Something seems to be pulling you toward the Lighthouse at the end of the pier, and it seems the next logical place to investigate.

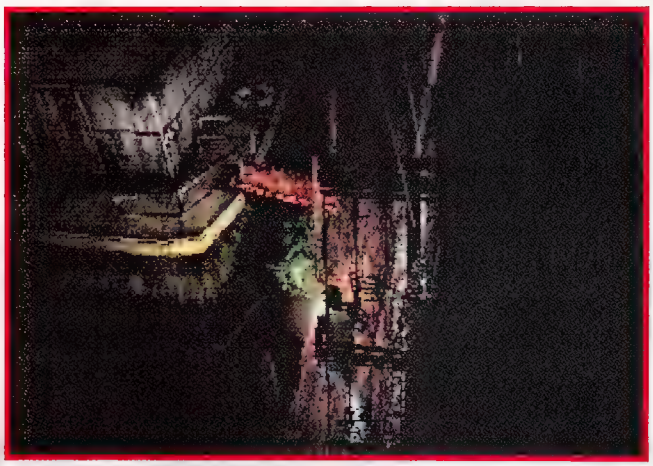


But as you continue west down Sandford Street, the ground shifts under your feet and the world around you blurs. This time, you remain fully conscious as the lakefront transforms.



Once the ground stabilizes and the sky grows quiet, you discover the resort area has metamorphosed into the now-familiar nightmare world. The road is formed of twisted metal and you feel the distinct presence of evil in the air.

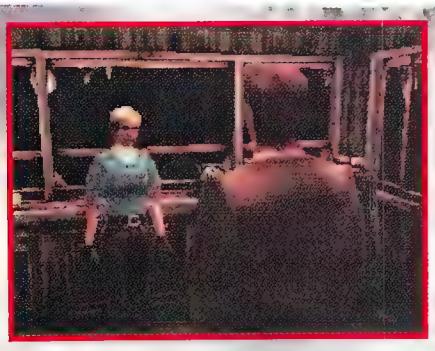
Continue down Sandford Street past the two garages on the left side of the street. Take a left past the West Garage, down the narrow pier that leads south to the Lighthouse.



The pier is home to a huge number of deadly demons, so prepare to do plenty of dodging. Don't be lured into a fight, or you'll find yourself quickly outnumbered. Duck and dodge as you negotiate an escape route down a flight of steps.

The short stairway ends at a dock where a small houseboat is moored. Run across the narrow wooden plank and head through the double doors at the front of the boat to escape your demonic enemies.

Once you catch your breath, continue to the far end of the short hall, past the crucified corpse hanging from the bulkhead.



As you pass through the door, a familiar face greets you—Cybil. Both shocked and relieved, Cybil tells you she found her way through the Sewers thanks to you cutting the lock at the Sewer yard. Now you both face the same crisis: where do you go from here?

Before you can bring Cybil up to date on your experiences, another visitor drops by—Dahlia Gillespie. Immediately she commences her tirade on the increasing presence of the Mark of Samael.

Dahlia says there are two places the Mark of Samael has yet to appear, and that you must guard these areas if you're to save Cheryl. Cybil hears the old lady's plea and agrees to help you for the sake of your daughter.

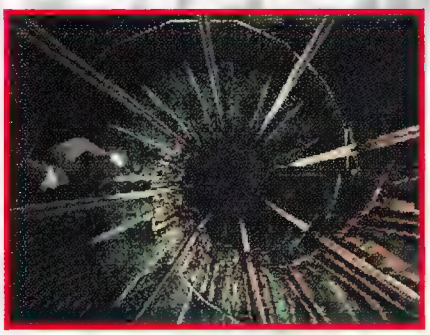
Cybil agrees to explore the Amusement Park west of the Resort Area and leaves searching the Lighthouse to you. As the door shuts behind Cybil, Dahlia says you'll need to use Flauros to protect yourself from what may happen at the Lighthouse. But what about Cybil? She doesn't have the Flauros! Dahlia ignores your pleas and exits the cabin.

Before you leave the boat, gather all the items lying around. Pocket the Rifle and Shotgun Shells, as well as the Handgun Ammo and Health Drinks. Use the Notepad near the entrance, and then head through the double doors for the short, but brutal, journey to the Lighthouse.

As you emerge from the cabin through the side doors, you'll have the lucky opportunity to navigate a tricky network of winding docks and monster-infested walkways. To survive this area with minimal damage, just *keep moving*, whether you know where you're going or not.

Duck the two Demon Dogs who run to welcome you, and climb the rusty staircase to the entrance. Quickly duck inside.

Always look for the next flight of stairs to continue to the next area. After making your way quickly through several pier areas, you arrive at last at the final pier, and the Lighthouse entrance.



Use the Notepad on the steel drum next to the entrance door if you need to, and then take on the daunting task of ascending the long spiral staircase to the top of the Lighthouse.

NOTE

This is one of the coolest parts in *Silent Hill*. The camera view from atop the staircase and the resonating thump of the bass guarantee a remarkable experience.

When you emerge on the roof of the Lighthouse, you discover you're not alone. The young girl in the blue dress stands near the edge of the roof admiring the freshly painted Mark of Samael covering the entire top of the Lighthouse. When you call out to her, she fades into the blackness of the night sky. You're left alone to cope with your failure to protect one of Silent Hill's two remaining structures from the Mark of Samael.

ANOTHER CHANNELING MOMENT

When the young girl disappears from the Lighthouse roof, you have another chance to use the Channeling Stone.

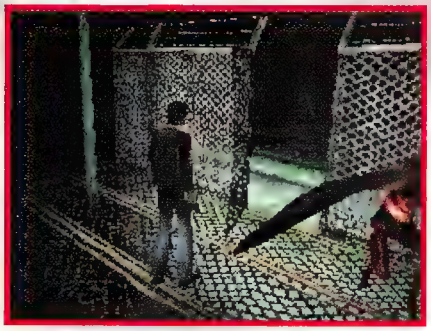
You'll find that it brightens up the sky in the far distance with UFO-style flickering lights—more than the solitary light you saw when you used the stone at Midwich School.

What does this thing do? Are you summoning something from far away?

With the Mark of Samael completed on the Lighthouse, it's crucial you find Cybil. Exit the Lighthouse and head back to the Boat.

At the pier stairs, you transport automatically back to the cabin of the houseboat. But Cybil hasn't returned. You must hurry to the Amusement Park to protect her.

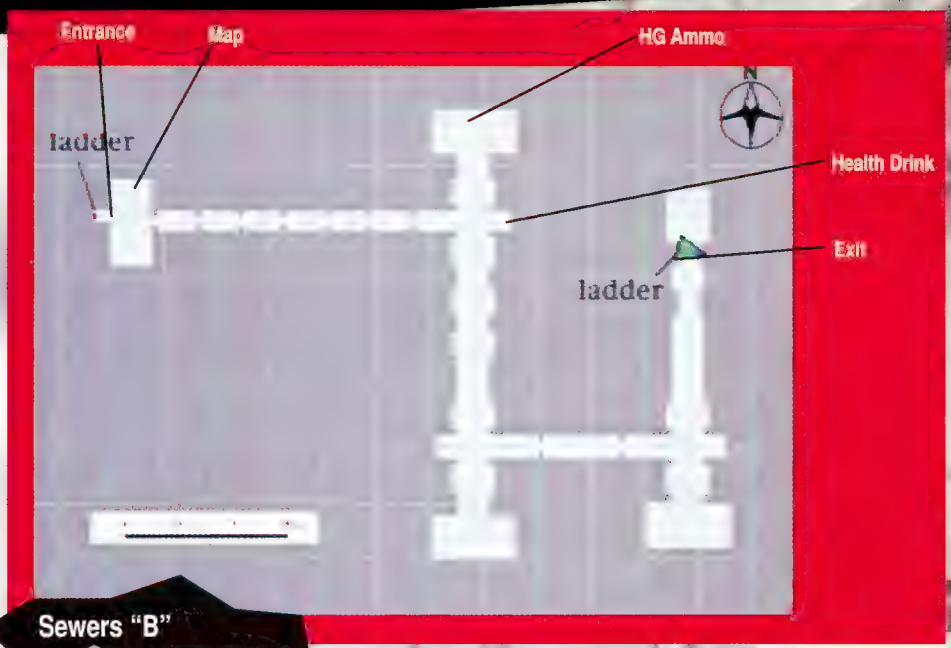
Exit the Boat through the front door, past the corpse on the bulkhead. Continue north on the pier, past the garages, and head west on Sandford Street. The Resort Area Map indicates Sandford Street should take you directly to the Amusement Park.



But at the west end of Sandford Street, you find only a dead end and a mob of monsters. Backtrack a step or two to an open chain-link gate into a small yard riddled with manholes.

One of the steel covers has been removed. You assume Cybil used the opening to reach the Sewers on her way to the Amusement Park. Enter the hole to learn where these Sewers lead.

THE AMUSEMENT PARK



Sewers "B"

As you descend into the depths of the new Sewers network, a cinematic flashes across the screen. You glimpse Cybil exploring the Sewers on her earlier trip through. As she peers around a corner to check for monsters, she's knocked unconscious by a blow to the back of her neck.

A freshly imprinted Mark of Samael greets you on the floor of the entry area. Pick up the Sewer Map from the wall near the ladder and head through the opening ahead.

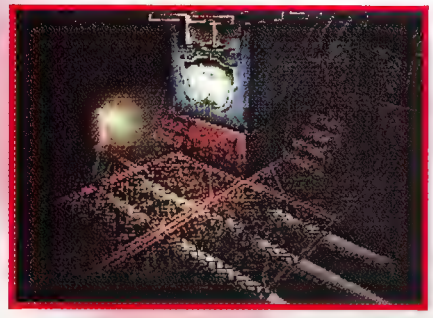
You'll be led into a long tunnel, packed with all sorts of sewer demons. Follow the tunnel south, dodging enemies, until you reach the cul-de-sac leading to the right through a tunnel. Outrun the enemies and head through the wide opening leading right into the green, moss-stained sewer tunnel to reach the second system of tunnels.

Once you reach the branch in the tunnel leading to the right and left, turn to the left to find a dead end. Pick up the Health Drink and Handgun Ammo from the steel flooring at the dead end, then collect the second Health Drink from the small alcove directly across from the tunnel opening that you just emerged from. You'll need it. Head north along the wide tunnel.

When the tunnel branches once again to the left at the north end of the tunnel, duck through and you'll notice that the flooring has become even more decayed. Dodge the gaps in the floor while ducking the various demons inhabiting the short tunnel until you reach a large, darkened opening. Head through the opening to an area surrounded by water. Climb up the ladder at the edge of the platform to reach the Amusement Park, at last.

As you surface, you're relieved to discover that the Amusement Park hasn't been infiltrated by the hordes of demons from the sewers below. But the infrastructure supporting the park has been savagely ripped apart in places, forcing you to navigate carefully.

Pass the functioning merry-go-round and find the Food Stand somewhere northwest of the ride. A solitary Notepad lies in the open window of the bright blue Food Stand. Consider saving your game before going any farther.



You don't have a map for the Amusement Park, so exploring can be tricky. Simply explore the area northeast of the Food Stand. You should come across another merry-go-round with a silver shield plastered onto its ticket booth.

Find the short flight of steps onto the platform for the ride and push through the rickety gate. A cinematic shows you wandering onto the platform, approaching an enemy you never dreamed you'd have to fight.

FIGHTING CYBIL

The ensuing cinema shows a groggy Cybil awakening somewhere in the darker regions of the ride. As she rises from a wheelchair, her eyes, blood-red and vacant, reflect nothing of her former self. As she shuffles toward you, she pulls out her revolver and shoots straight at your chest.

Shocked and frightened, your first reaction should be to run! Prepare to fight Cybil, one-on-one. Her attacks are simple, but inflict maximum damage, so if you *do* get hit by a bullet, heal yourself *immediately*. Two bullets from her gun are enough to take you down permanently even if you're at full health, so avoid getting hit at all costs. Also keep in mind that getting hit by a bullet will knock you off your feet, giving Cybil ample time to reload and fire again before you can regain your position.

Cybil's other attack is a hefty handslap to the head; it's not as lethal as her gunshot, but it damages you, all the same. Again, try to keep your distance at all times to avoid both attacks.

Your strategy for defeating Cybil can be a very painful one, because she was your only real ally in Silent Hill. Something has taken hold of her, and it's up to you to remedy the problem. Begin your counterattack by retaining your distance, and firing a solo shot from your Handgun when you get a good bead on her.

She can be a lousy shot if you coax her into firing by running past her and lingering until you hear her gun cock. Then move around and provoke her into wasting her bullets. Don't let her catch up to you or close in from behind. She's not quick, but she's sneaky.

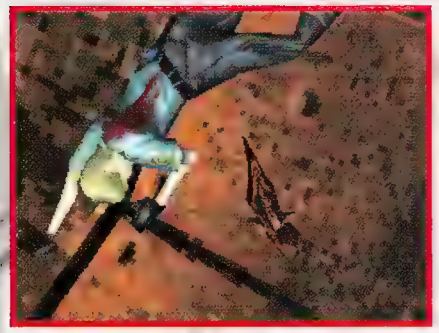
After you've gotten Cybil to waste enough bullets, and you've inflicted a substantial amount of damage, she tosses her gun aside and attempts to bring you down with her bare hands. This second part of the fight is a cinch.

Let her close in and grab you around the neck. Her stranglehold does no damage to your health meter, but it can be annoying. When she has you in a headlock, pull out the Unknown Liquid from your inventory and use it on her. It does the trick and knocks her to the ground. You win.

TIP

If you don't have the Unknown Liquid in your inventory, you actually can take Cybil completely out of the picture (as shocking as it may seem). To do this, simply keep firing at her, even when she's run out of ammo. Your attack eventually kills her off and you'll witness her tragic death firsthand.

As one of the game's flagpoints, saving or killing Cybil will influence the ending you receive. Wasting your friend won't score you the best ending in the game, and you'll lose out on some important story information if she dies.



As Cybil falls to the floor of the merry-go-round, a demonic parasite emerges from a large wound in her back. Quickly you crush the monster under the heel of your shoe. When you do, Cybil stirs and returns to her normal self.

In a brief cinematic following the fight, you and Cybil ponder the events you've both witnessed in Silent Hill. She asks why your daughter is involved in the mess and your answer seems to fill in many missing pieces of the puzzle.

You reveal that Cheryl isn't your birth daughter. You and your wife—always in ill health—had found a small child in a basket along the roadside. That was the day you decided to become parents. No one ever reported Cheryl missing, and over the past seven years, she's become your whole world, especially since the death of your wife.

Perhaps Cheryl has some connection to Silent Hill you never knew about. Maybe this is her hometown. You never learned about your daughter's mysterious past, and now you must.

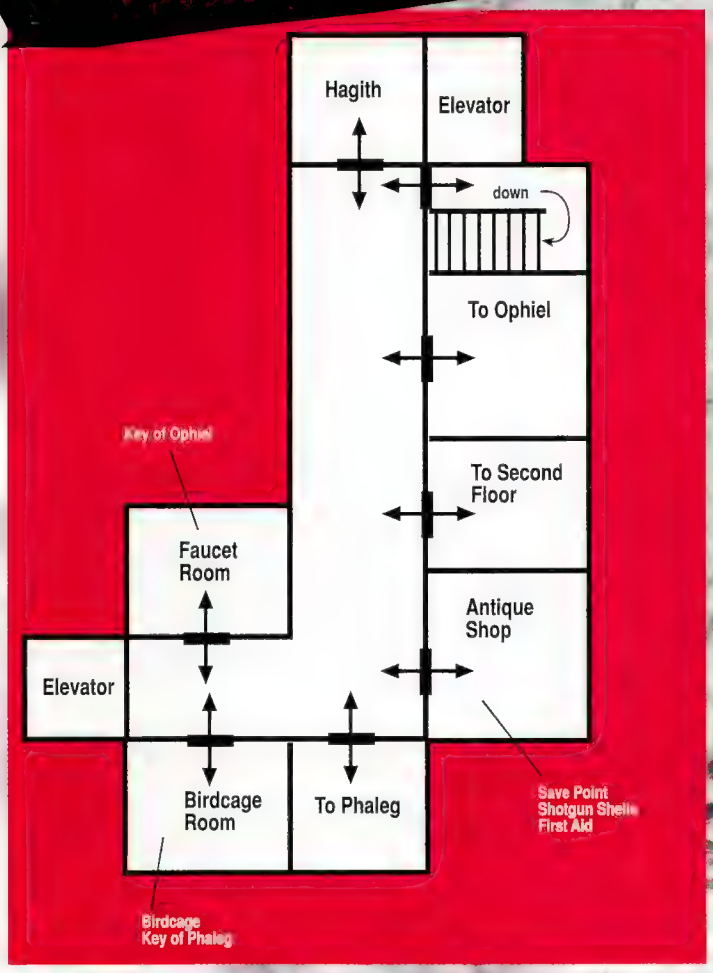
As the conversation fades, you find yourself being led to the center of the Amusement Park by the young girl in the blue dress. Has she come here to complete the Mark of Samael? You mustn't let her, but an invisible force field surrounds and protects her from your advances.

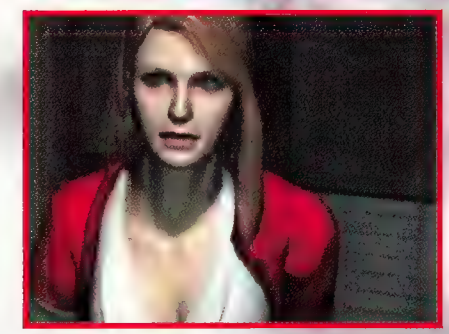
Mysteriously, the Flauros suddenly begins glowing brighter and brighter. When you pull it from your pocket, the object floats up and out of your hands, shifting and moving on its own. As it illuminates the night sky, the Flauros shoots a ray of blinding white light that pierces the force field and knocks the girl off her feet.

Dahlia Gillespie suddenly appears at the girl's side. In a strangely maternal tone, Dahlia chastises the girl, calling her "Alessa." Is this the girl from the photo in the Hospital basement?

Dahlia continues scolding Alessa, telling her she has no need to cause further trouble by "playing her little game." The scenario is confusing and alarming at once. Dahlia led you along with the false hope of finding your daughter. She still may know where Cheryl is, but who is Alessa? Is she at the root of these weird events—or is Dahlia?

NOWHERE



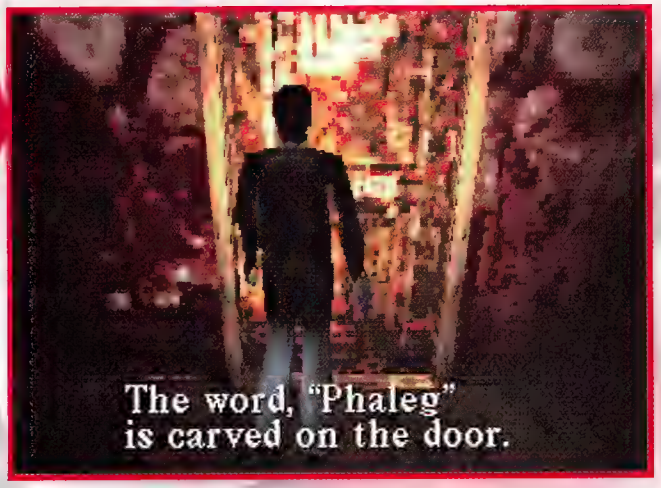


The scene fades and you awaken suddenly on the floor of the Examination Room. Lisa hovers over you. The look on her face tells you something has happened. She visited the Basement after you left for the Sewers, she says. She didn't find anything unusual, but she felt a familiar fear as she roamed the Hospital's nether regions.

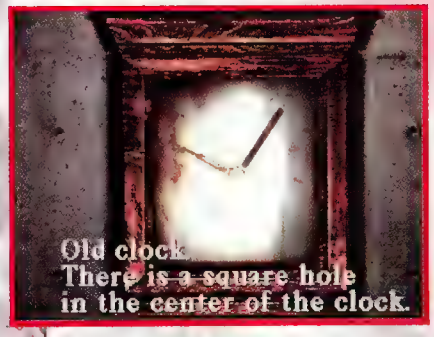
Suddenly Lisa has a change of heart and rushes off to the Basement to learn the horrible secrets for herself. There's no time for you to stop her. Use the Notepad on the desk near the exit to save your game.

A strange noise coming from the floors below beckons you to investigate. Pass through the unlocked door near the desk: you're no longer in the Hospital, but somewhere beyond the normal boundaries of reality. What is this place? Where did Lisa go? Only one place can give you the answers you need ... the Basement.

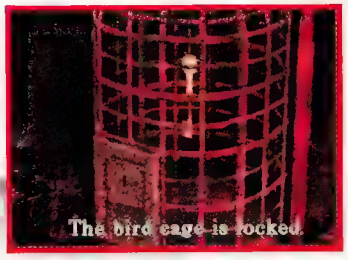
An elevator opens ahead of you. You enter and it carries you down to a hallway resembling a Hospital corridor. As you push your way to one corner of the hall, a young girl in a blue dress floats by and disappears through a nearby door, giggling mischievously. She resembles Cheryl.



You inspect the door: it's locked, and the word "Phaleg" is scrawled across it. You know this is where you need to go, but until you find the key to unlock this door, you must explore the rest of the new area.

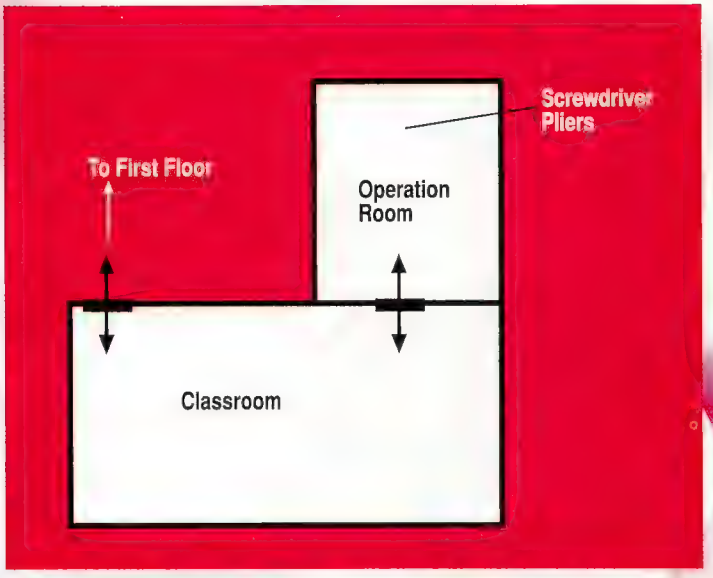


Pass through the doorway between the locked double doors and the Phaleg door into an unlocked room. You find yourself in a replica of the Antique Shop. Pick up the First Aid Kit and Shotgun Shells inside, and then use the Notepad to save your game. A broken grandfather clock stands near the door with what looks like a key stuck in its face, but you can't seem to get at it.

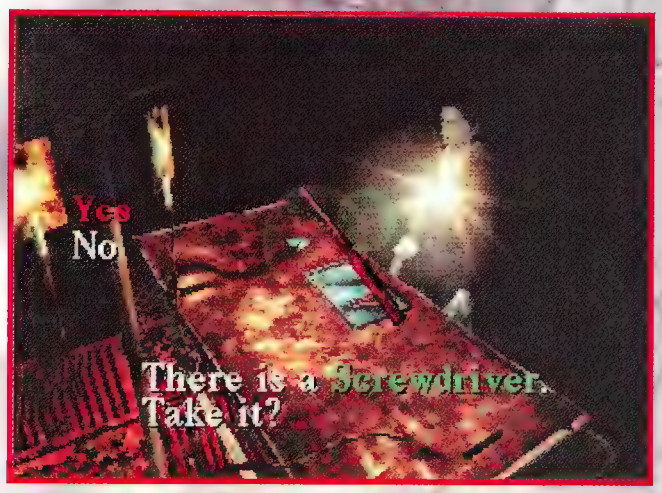


Exit the room, take out the Nurse, and explore the two rooms on either side of the elevator you arrived on. The elevator no longer works, but you'll find a Birdcage in the room to the left, and a key stuck in a faucet to the right. There's nothing you can do to get the key out of the Birdcage or the key from the faucet, so head back to the hallway.

There are four doorways left in the hallway, all but one of them locked. A door marked "Hagith" and another door with the word "Ophiel" are of particular interest, but you don't have the right keys, so head through the door between the two.



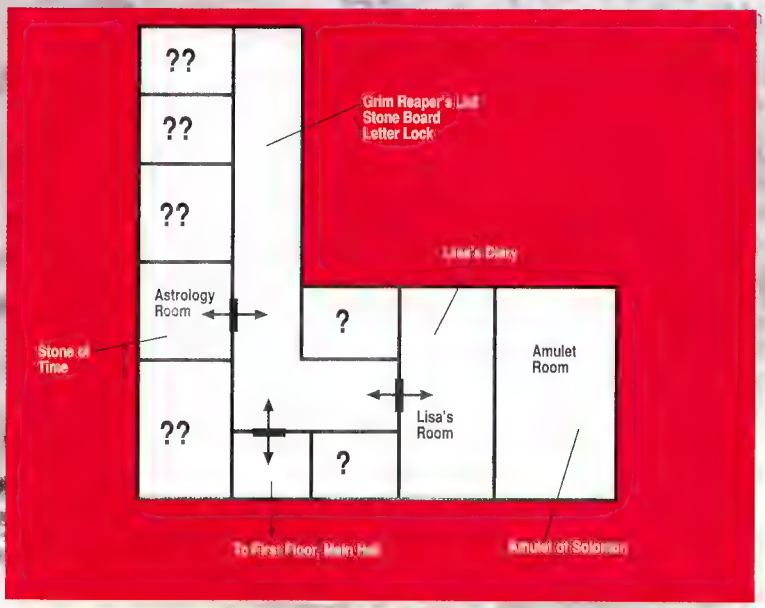
Descend the steps into a large, empty classroom. A lone desk in the center has some, weird, threatening words scrawled into its wooden top. Who sat here, and at whom are these threats directed? You must press on. Head through the small doorway beyond the desk.



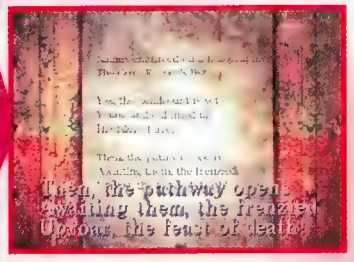
Take the rusty Pliers and Screwdriver from an operation tray in the center of the room. The area is familiar, but you haven't time to figure out why. Backtrack through the Classroom and up to the first floor Main Hall.

Make your way to the faucet room to the right of the elevator. Use the Pliers on the key jammed in the faucet and you'll successfully wrench it out. Once it drops, bend to pick up the Ophiel Key. Exit the room and head to the Ophiel Door in the Main Hall.

Ophiel Hall



Unlock the door and pass through to enter a new hallway. A few Nurses wander here; take them out. Examine the two stone boards at either end of the hallway and a letter plate to confront a new puzzle.



The board on the far wall offers a strange clue in the form of a riddle:

Names engraved
On a lithograph.
The Grim Reaper's List.

Yes, the headcount is set
Young and old lined up
In order of age.

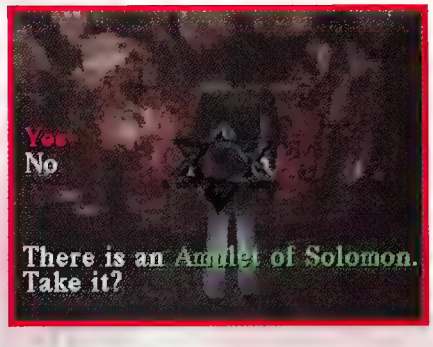
Then the pathway opens
Awaiting them the frenzied
Uproar, the feast of death!

Return to the second stone board 68 to read a list of names and numbers (ages?) you might recall from your first trip through the Hospital.

The Grim Reaper's List

35 Lydia Findly
60 Trevor F. White
18 Albert Lords
45 Roberta T. Morgan

Take the first letter of each name and arrange them from youngest to oldest to spell A-L-E-R-T. Approach the letter plate near the double doors at the south end of the hall and punch in the letters to unlock the double doors.



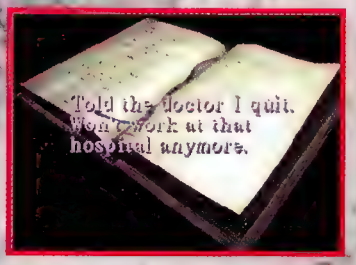
Puzzle solved! Pass through the double doors and continue past an empty Storage Room. Through the next set of doors, you enter a morgue. Take the Amulet of Solomon from where it hangs on the far wall, and then exit.

You enter the Storage Room to find Lisa waiting inside. Visibly shaken, Lisa tells you she's finally solved the puzzle of her existence in the Hospital. She realizes she's one of "them," one of the throng of zombie Nurses wandering the halls. She just hadn't realized it until now.

She begs you to stay by her side to protect and comfort her, because she knows the inevitable transformation is near. She feels you may be the only person who can help her through. As she speaks, you feel torn between compassion and revulsion.

She opens her arms wide to embrace you, but an uncontrollable wave of disgust causes you to push her away. As she sobs, Lisa deteriorates before your eyes. The evil sickness pervading Silent Hill has laid claim to the once-beautiful Lisa, and now eats her alive.

Lisa attempts to embrace you once more before the transformation is complete, but you escape into the hall. You can hear her frantic sobs fading behind the door. Have you done the right thing?



When the cinematic ends, head back into the Storage Room: Lisa is gone. A Diary lies on the floor. Give it a look:

Asked the Doctor to let me quit
being in charge of that patient.

It's too weird.
Still alive,
but with wounds that won't heal.

Told the doctor I quit.
Won't work at that Hospital anymore.
The room is filled with insects.
Even with the doors and windows shut,
they get in to spite me.

To the Hospital ...
Feeling bad.
Need to throw up.
But nothing comes out.
Vomiting only bile.
Blood and pus flow from
The bathroom faucet.
I try to stop it, but it won't turn off.

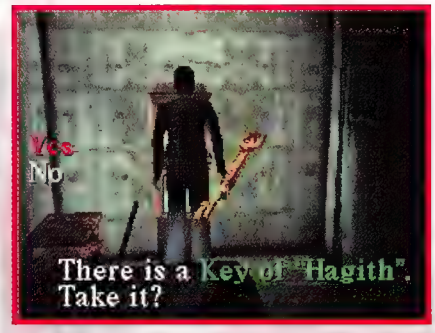
Need drug.
Help me ...

After mourning the loss of Lisa, exit the Storage Room and make for the unlocked door to the right of the double doors across the hall.

You'll enter a room filled with astrological symbols, numbers, and buttons. Your objective there is to solve the puzzles on the center pillar against the back wall. Three astrological symbols are placed above corresponding numeric keypads.

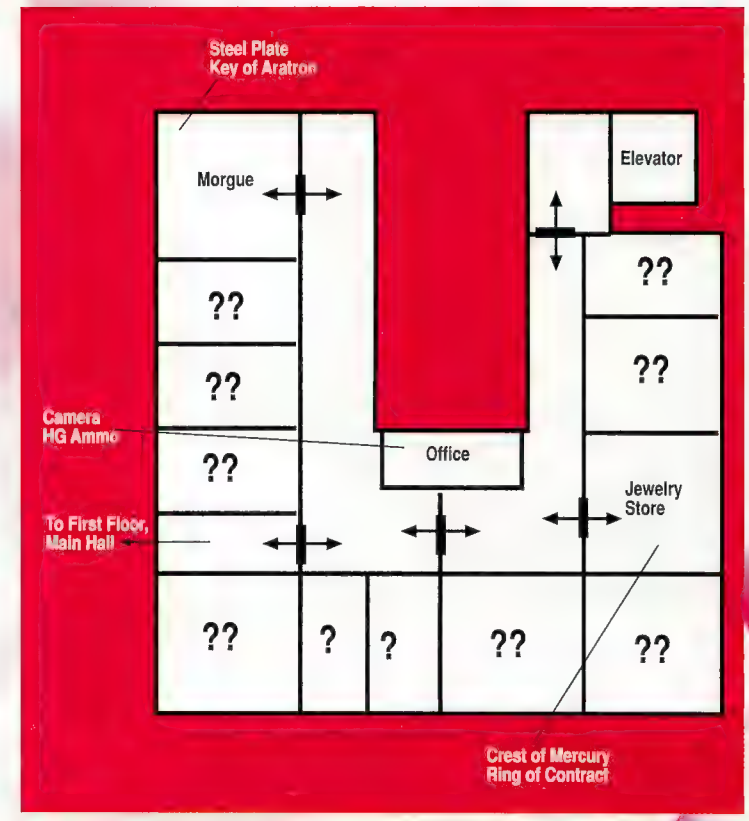
By examining the six pictures and numbers along the outer walls, you can surmise that this is a numerical puzzle. The picture of the scales, representing Libra, sits above the numeral 2. The number 2 represents the number of extremities of each astrological symbol.

Libra = 2
Pisces = 0
Aries = 4
Cancer = 10
Sagittarius = 6
Taurus = 4
Gemini = 8
Scorpio = 11



When the chiming stops, the clock face shatters, giving you access to the Key of Hagith inside. Pick it up, save your game, and then head to the north end of the Main Hall to approach the Door of Hagith.

The Second Floor



When you solve the puzzle, a square blue stone falls from the center post and onto the floor. Pick it up. You now have the Stone of Time in your inventory. It looks like a clock face, so exit the Ophiel Hall through the right-hand door on the south wall to return to the first floor's Main Hall.

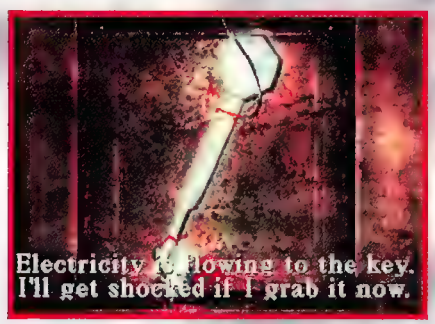
Take out the Nurses in the Main Hall, and then make your way to the Antique Shop room near the Door of Phaleg. Pop the Stone of Time into the grandfather clock near the door. The old clock begins to chime.

Use the Key of Hagith to open the Door of Hagith and enter the elevator room. Hop into the elevator and ride it to the second floor.

Exit the elevator and head through the double doors. Take out the Nurses wandering the hall. You're in the second floor's east wing. Head through the third doorway on the left to find yourself in a replica of the Jewelry Store from the Silent Hill Shopping Center.

Pick up the Crest of Mercury from the display cushion nearest the door, and then wind around the broken cases to pick up the Ring of Contract. There's nothing else to grab here, so return to the hall.

Pass through the double doors into the west wing and make your way to the large room beyond the fourth door along the left wall. Take down the waiting Nurse inside and notice the pinkish Steel Plate attached to the far wall.

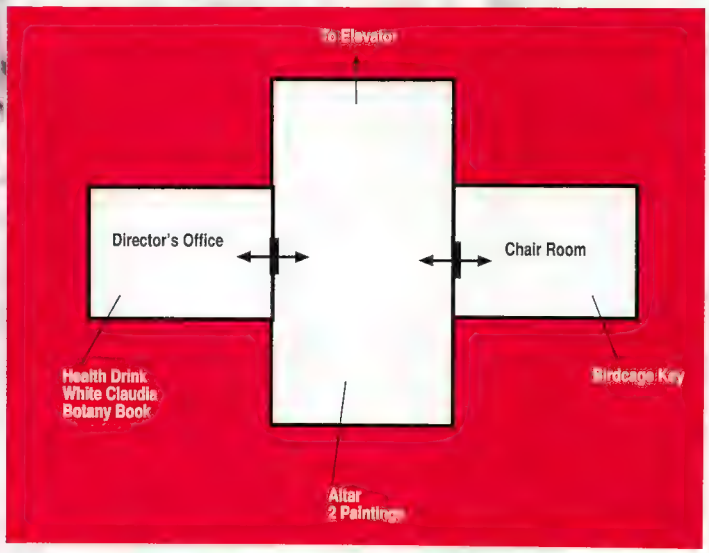


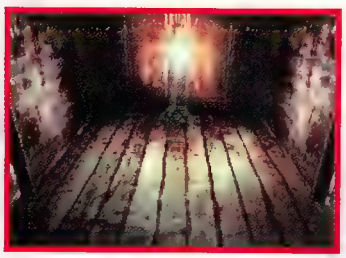
Use the Screwdriver from your inventory to carefully detach the Steel Plate and reveal the Key of Aratron in a recess behind it. Unfortunately, the key connects two live electric wires; you must find another way to get it. Unless you want to fry your brains, leave it where it is and exit the room.

Enter the single door along the left wall. You enter a small, sparsely decorated office. It offers little of interest except a box of Handgun Ammo on the rusty gurney near the door. As you approach the desk, however, you'll notice an old Camera. Pocket it, and then return to the hallway.

Head through the double doors directly ahead along the right-hand wall: you've somehow reentered the first floor's Main Hall.

THE THIRD FLOOR



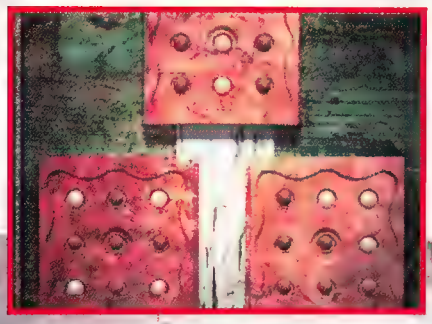


Reenter the elevator room through the Door of Hagith and ride the elevator up to the third floor.

This floor houses a small altar, much like the one in the secret room behind the Antique Shop. This time there are doors off either side of the small room, and two macabre religious paintings hanging on either side of the altar.

The titles of both paintings feature the word "light." Take the hint and pull out the Camera. Use the flash to uncover a set of three symbols on each painting.

The right-hand painting reveals these symbols.



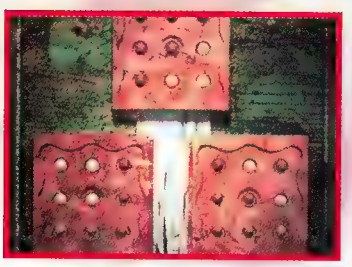
The left painting reveals these. The symbols will unlock the doors on either side of the room. Each door has a trio of button plates into which you can input the symbols. Approach the door on the right and input the symbols from the *Light Illuminating Darkness* painting. You'll hear a click if you enter the symbols correctly.

The room beyond looks exactly like the Hospital Director's Office. Take the Health Drink from the cabinet near the door. Notice a Botany Book lying open on the table.

The passage reads:

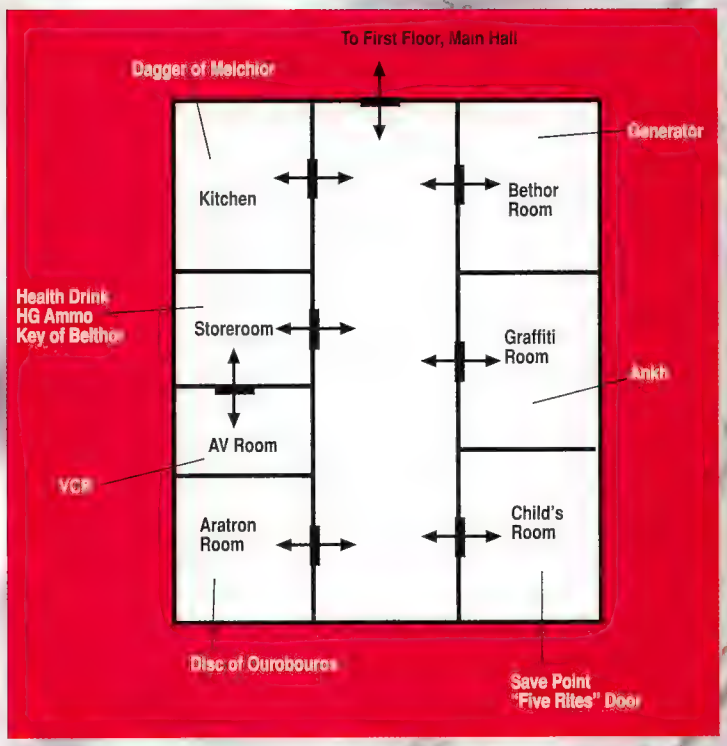
White Claudia
Perennial herb found near water.
Reaches height of 10 to 15 inches.
Oblong leaves, white blossoms.
Seeds contain hallucinogen.
Ancient records show it was used for religious ceremonies.
The hallucinogenic effect was key.

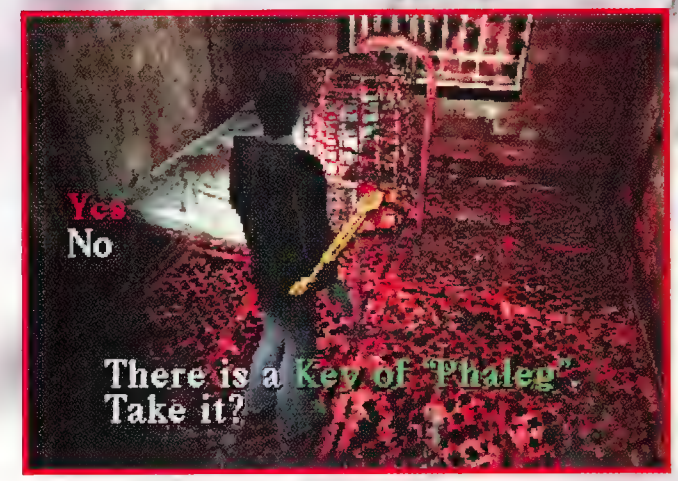
Perhaps the White Claudia plant lies at the heart of the drug trafficking ring. Did the townspeople use it for occult purposes? Exit the office and examine the left door.



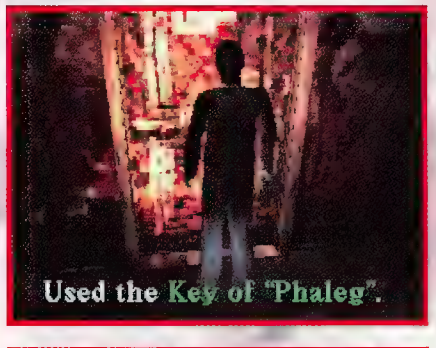
Use the symbols found on the *Light of the Future* picture to unlock the left door. Beyond, you'll find a room containing only a few rusty chairs. Don't neglect to pick up the Birdcage Key from the chair farthest from the entrance; it's easy to miss. It's time to return to the first floor's Main Hall.

Phaleg Hall

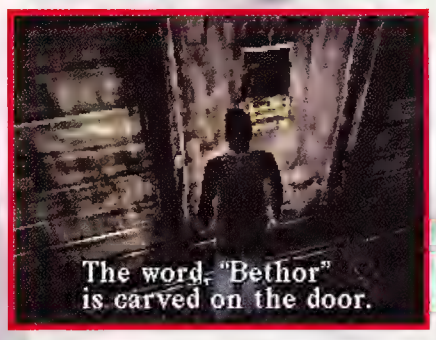




On the first floor, head to the room with the Birdcage, left of the nonfunctioning elevator. Use the Birdcage Key to open the cage and grab the Key of Phaleg. (When the Birdcage opens, the sound of flapping wings stops.)



Take the Key of Phaleg to the corresponding door in the Main Hall. Use it to unlock the door and you'll enter a new area that looks a lot like the Alchemilla Hospital Basement.



Take out the two Invisible Demon Children lurking in the hall and take a good look at the six doors there. The first door to the left is locked. Scrawled into its face is the word "Bethor." Head through the first door to the right, instead.

You enter a messy kitchen with a large refrigerator. Examine the refrigerator doors and you'll notice a chain with a missing link. The Dagger of Melchior is wedged between the doors, as well.

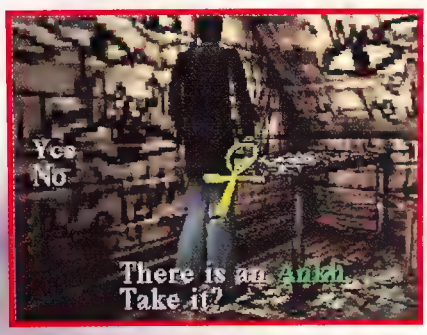
Don't remove the Dagger just yet. Instead, place the Ring of Contract into the chain to secure the doors; then,and only then, can you extract the Dagger of Melchior.

When you have the item in inventory, turn to leave. Before you reach the door, however, something in the fridge begins pounding furiously. Good thing you secured the doors with that Ring! Very creepy.

NOTE

One of the more shocking events during your trip through Nowhere has to be your encounter with the "thing" in the refrigerator. If you pull out the Dagger of Melchior without first replacing the missing link in the chain, you'll be slaughtered as you attempt to leave the Kitchen. Don't get greedy or it's Game Over.

Back out in Phaleg Hall, head through the middle door on the left wall. When you close the door behind you, you hear the weeping of a small child. A little girl huddles with her back to you beneath the corner table. The girl looks like Cheryl, but before you can learn who she is, the apparition vanishes.

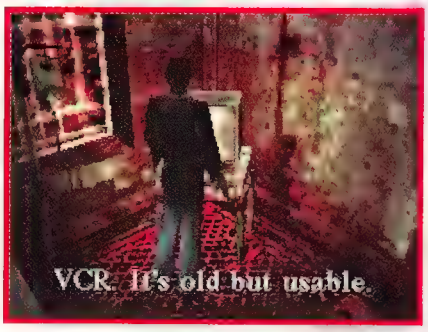


The walls in the small room are covered in illegible black graffiti. Just take the Ankh from the wall above the table and get out. This room gives you the creeps.

Another unlocked door lies directly across the hallway, against the right wall. Pass through to find yourself in a small Storage Room. Take the Handgun Ammo and Health Drink from the shelves.

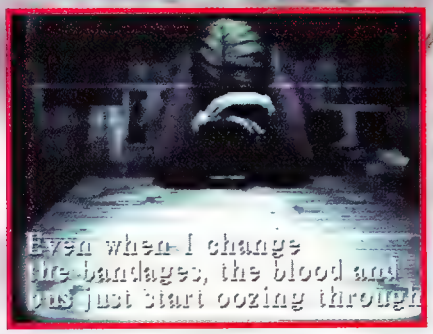
Turn your attention to a bag of Jellybeans on a shelf near the side doors. Choose to open the bag and your clumsy fingers will rip the bag apart, scattering the Jellybeans all over the floor. Not that you were hungry anyway.

But notice that a key, too, was in the bag. Pick up the Key of Bethor from the floor in front of the shelf and head through the double doors into the neighboring room.



You've entered the AV Room. A VCR sits in one corner, so take a minute to pop in the Videotape from your inventory.

This time the recording plays back crystal clear, and finally you can understand Lisa's plea.



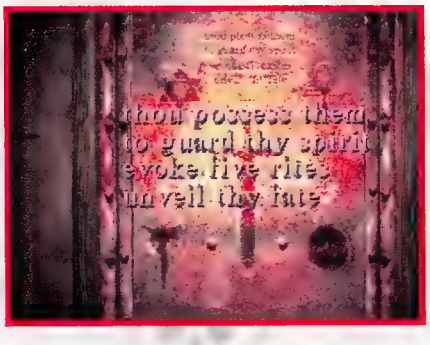
The screen shows Lisa sitting at a table, her head in her hands. Her voice sounds shaky, but you hear her utter the following words:

"What is it?
Still has unusually high fever ...
Eyes don't open, but she's still breathing ...
Getting a pulse, skin all charred.
Even when I change the bandages, the blood and pus start oozing through ...
What is keeping that child alive?!
Promise ...
Won't tell a soul ... So, please ..."

She must be talking about Alessa! What sick, twisted deal did Dr. Kaufmann and Dahlia make to keep that poor child alive after the fire?

Exit the AV Room and the Storage Room to reach Phaleg Hall. Head through the last door on the left to discover a vital clue.

You enter a child's room—Alessa's, judging from the uniform hanging on the wall. Fairytale books line the shelves, and the walls are covered with crayon drawings and insect display cases. Alessa's nightmares must be the source of these hideous events—the Larva, the giant Moth, the fairytale allusions .... Somehow, Alessa's imagination is controlling Silent Hill!



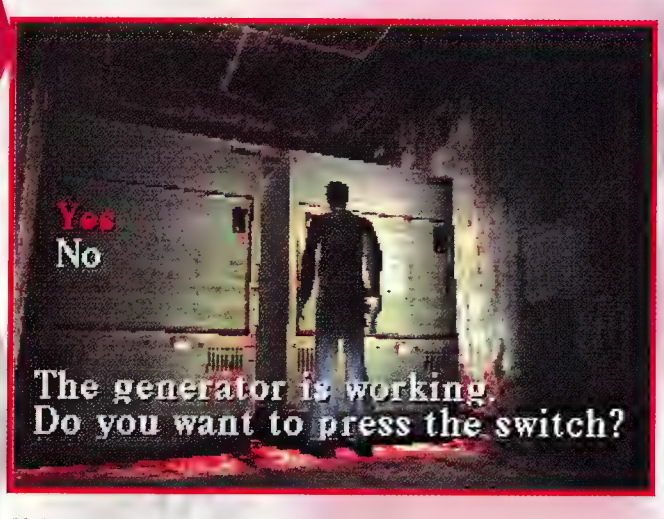
Use the Notepad on the desk to save your game, and then examine the door at the rear of the room. An inscription reads:

"Thou possess them
To guard thy spirit
Evoke the five rites
Unveil thy fate"

Five slots in the door have the shapes of some items you've collected during this trip to Nowhere. But you don't have all five, so exit the room and go to the door across the hall.

The locked door has the word "Aratron" carved into it. You don't have the Key of Aratron, but you've seen it connecting two live electric wires on the second floor. Head for the Door of Bethor.

THE KEY OF ARATRON

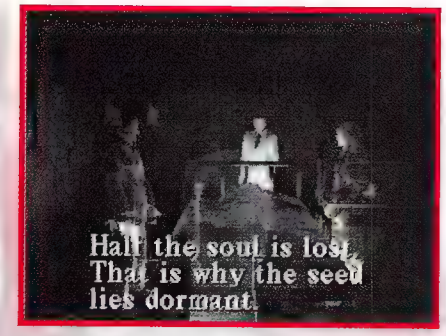


Using the Key of Bethor, unlock the door and enter a Generator Room. You must turn off the power so you can fetch the Key of Aratron safely. Examine the generator's open panel and flip the switch.

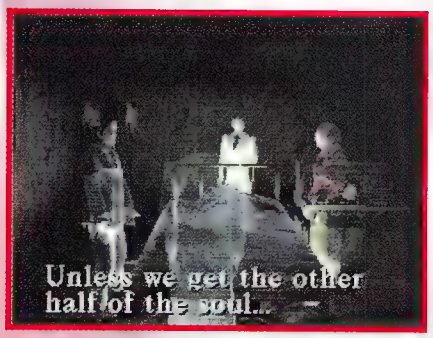
Now exit the Generator Room and head for the first floor's Main Hall. Make a beeline for the double doors between the Antique Shop room and the Door of Ophiel.

You emerge on the second floor. Make your way past the Invisible Demon Children and enter the last room at the far end of the hallway.

Snatch the Key of Aratron from the recess in the wall, and then backtrack all the way back to Phaleg Hall.



Unlock the Door of Aratron and enter the room: four shadowy figures stand around an occupied bed. You recognize the voices of Dahlia Gillespie and Dr. Kaufmann discussing the patient, a child whose should be dead, but whom they somehow keep alive.

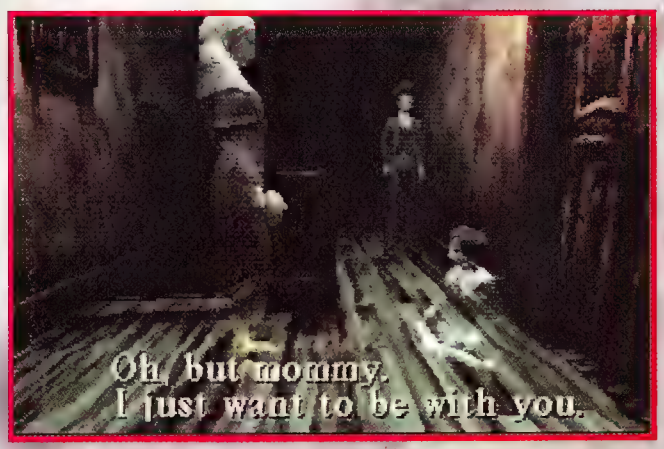


Scattered phrases point to a sinister plot: the child's soul is split into halves. The half within the comatose patient is buried deep in her subconscious; the other half dwells in a different child. Dahlia declares she'll cast a spell to lure the healthy child to them so they can join the halves and revive the sick girl. You get the feeling your daughter is part of this plan.

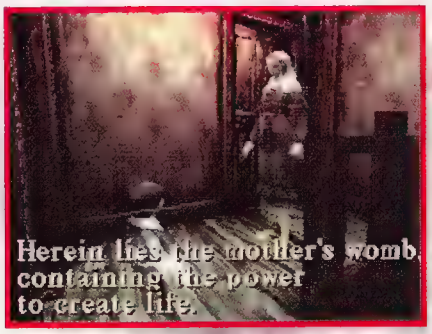
When the vision fades and the room comes into focus, you find yourself in the room where Alessa was kept on life support. Her portrait sits on the machine near the blood-stained bed. Pick up the Disc of Ouroboros from the machine, and then exit the room.

You now have the five objects, or "rites," you need to fill all the slots in the Child's Room door. Use the Disc of Ouroboros, the Dagger of Melchior, the Amulet of Solomon, the Crest of Mercury, and the Ankh, in no particular order, to unlock the door. When you hear the door click, you can pass through. What lies on the other side?

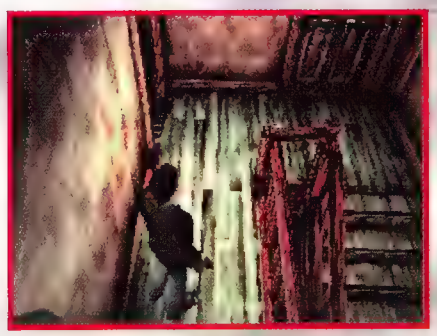
THE FINALE



You push open the door on yet another ghostly scene. Alessa and Dahlia argue in hushed tones. Dahlia wants Alessa to follow her downstairs. A frightened, stubborn Alessa resists, and begsging her mother to let it be only the "two of them forever."



Hungry for some of Alessa's "power," Dahlia gets an idea. She ceases tugging on Alessa's hand, and from the look on Dahlia's face you suddenly understand that this is where Dahlia concocts the plan to sacrifice her daughter to experiment with her soul!

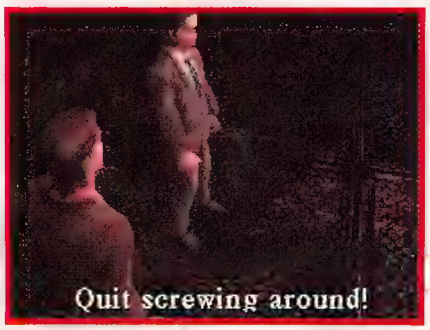


As the scene fades, you realize you're on the top floor of an old house. The hallway contains a single locked door; a single staircase descends into darkness. Save your game and prepare to brave the unknown.

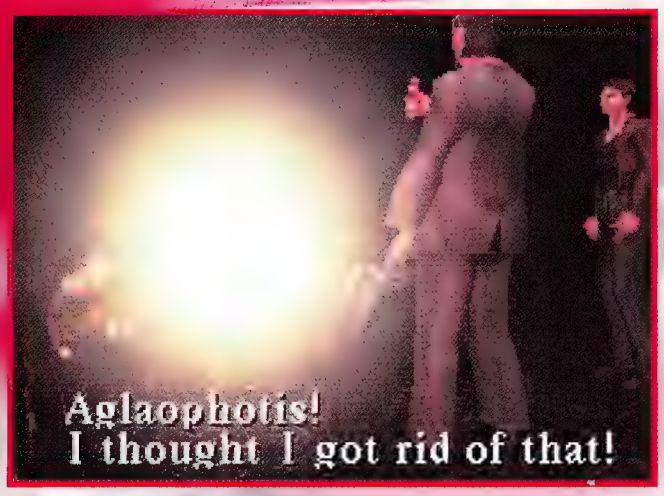
As you reach the lower realms of Nowhere, a cinematic shows Cybil walking in on Dahlia, the slumped figure of Alessa, and a grisly corpse in a wheelchair. Cybil pulls her gun and orders Dahlia to give up, but Dahlia quickly knocks her unconscious with a blast of power.

You demand to see your daughter, but Dahlia just laughs scornfully: you're looking at her, she informs you. "Cheryl" is gone. Alessa is your only link now—and Dahlia isn't about to give her up. She's waited for the day when you and Cheryl finally would arrive to coax Alessa from her dark sleep. And Alessa's deep, seven-year nightmare in turn summoned the demon Samael to the town of Silent Hill.

As the madwoman rattles on, a shot rings out, and Dahlia slumps to the floor.



Dr. Kaufmann appears in the room, smoking gun in hand. He shouts angrily at Dahlia for using him to further her sick plans. He demands that things be returned to normal.



Alessa begins mutating into an otherworldly being. The doctor removes a vial of red liquid from his coat pocket, and Dahlia screams in horror. But before she can stop him, Dr. Kaufmann hurls the vial squarely at Alessa.

The vessel shatters against Alessa's chest, and she cries out in pain. But the drug backfires: a massive winged demon emerges from the body of Alessa/Cheryl, which crumples at its feet. Prepare to duel the Great Demon himself.

THE GREAT DEMON

When the fight begins, equip the Shotgun or Hunting Rifle and make sure you're at full health. The Great Demon will take to the air and begin charging up his electric attack.

During this pause, put some distance between you and the Great Demon and begin unloading round after round directly into the monster's torso. Once he's fully charged, the Great Demon shoots electric beams at you. When the attack begins, run right or left to avoid them, or simply walk steadily toward the Great Demon while firing your weapon.

The Great Demon shoots three kinds of electric beams: avoid them all. If you get hit, simply heal up and continue your counterattack. As scary and intimidating as the end boss is, the fight can be over fairly quickly and painlessly if you *just keep shooting*. If you have enough Rifle and Shotgun ammo, it will take around 20 rounds to take the monster down.

Defeat the Great Demon, and you've won the game.

As the Great Demon crashes to the floor, Alessa stirs. The sky rains fireballs, but, with Dahlia no longer in control, Alessa finally is free of her nightmares. She looks at you with the face of an angel. You glimpse Cheryl's face in Alessa's as she hands you a tightly bundled baby.

You hold the newborn in your arms, and Alessa points to a distant opening in the darkness. She quietly urges you into the lone ray of light as she stops the falling flames. Cybil recovers nearby.

Reluctantly—Alessa is Cheryl to you now—you flee with Cybil past the suspended flames. As you pass through the opening and into the misty daylight of Silent Hill, Alessa exhausts her power, and the screen goes black.

NOTE

When the credits roll, don't get out of your chair just yet. You'll view some very cool treats if you stick around and watch. You'll have a chance to save your game, view your ending stats, and learn some of the game's secrets, as well. This isn't the only way to end *Silent Hill*, you know ....

ITEMS LIST

Item-collecting plays a major role in *Silent Hill*. Many items you pick up will help move the game forward—for example, they may help solve a puzzle or provide a vital clue. Others are there strictly for your survival (Health Drinks, for example).

Look over the following descriptions. Becoming familiar with the game's most important items may give you the edge you need to solve *Silent Hill*'s most perplexing mysteries.

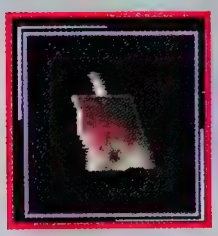
NOTE

Asterisked items (*) become available only on a second run through the game on a gold Next Fear save.

AMPOULE

The scarcity of these underscores their importance to your survival. Because they function much like a limited invincibility potion, you'll want to save them for boss fights. But use care: the Ampoule's effects wear off quickly. If you're in the red when it does, one hit can send you back to the Start screen.

BLOOD PACK



You'll find the Blood Pack, filled with 200 milliliters of fresh blood, on a shelf in the Hospital's third-floor Storage Room. Use it to distract the tentacles in Room 204 so you can pick up the Plate of Hatter.

CAMERA

The Camera you pick up in Nowhere helps you solve a difficult puzzle. On Nowhere's third floor, you'll come to a room similar to the "other church" behind the Antique Shop in Central Silent Hill. Use the Camera to take pictures on either side of the altar to reveal symbols etched in the canvas. Copy the symbols into the button plates on the room's two doors to unlock them.

CHANNELING STONE *

First found on the counter of the Convenience Store on the northeast corner of Bachman and Finney streets, the Channeling Stone is the game's most mysterious object. Only two locations exist where you can use it (the School Rooftop and the Lighthouse).

CHEMICALS

You'll find the bottle of Chemicals, an essential piece of the Alchemy Laboratory puzzle in Midwich School, on a shelf in the Lab Storage Room next to the true Laboratory. This acid will eat through any material, including the statuette of the old man's hand on the desktop in the Lab.

DISINFECTANT ALCOHOL

After you solve the *Alice in Wonderland* puzzle on the second floor, you can enter the Hospital's east wing. Visit the Intensive Care Unit and pick up the Disinfectant Alcohol from a table there. Use the Alcohol on the ivy-covered trapdoor in the secret area behind the Basement Storage Room.

EMPTY BOTTLE

You'll find this optional item in the Kitchen on the first floor of the Alchemilla Hospital, during daylight. Use it to scoop up mysterious liquids. Using it correctly gives you access to one of several possible endings.

FIRST AID KITS

The powerful medicine in these small white boxes will heal completely any damage you sustained, even if your meter is in the red. It's wise to save these packets of joy for brutal boss fights or for when you're lost and far from safety.

THE FIVE SYMBOLS

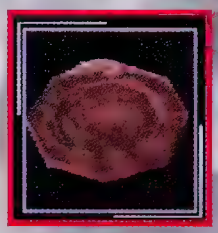
When you reach the Child's Room in Nowhere, you'll discover a locked door with five empty recesses in it. To unlock the door, you must find the five "rites," or symbols, and place them in their respective slots.

Amulet of Solomon: Solve the Grim Reaper puzzle in the hall behind the Door of Ophiel. Enter A-L-E-R-T into the letter lock plate to proceed first into the Storage Room and then the Morgue. You'll find the Amulet of Solomon hanging on the back wall in the Morgue.

Ankh: The Ankh hangs from a nail in the Graffiti Room behind the Door of Phaleg.

Crest of Mercury: You can pick up the Crest of Mercury from a display cushion in the Jewelry Store on the second floor of Nowhere.

Dagger of Melchior: Before you remove the Dagger from the fridge in the Kitchen behind the Door of Phaleg, think for a minute. First examine the fridge, and then choose *not* to pull out the Dagger. Next, use the Ring of Contract on the door to complete the chain link. *Now* it's safe to pull out the Dagger.

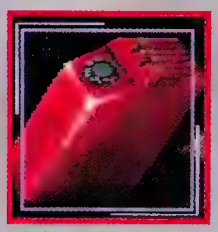


Disc of Ouroboros: This last piece of the door puzzle sits on the monitoring machine behind the Door of Aratron.

FLAUROS

You'll pick up the Flauros object from the altar in the Balkan Church after your first meeting with Dahlia Gillespie. Its purpose and function remain unknown throughout most of your journey, but you'll know when the time comes to use it.

GASOLINE CAN*



When you complete Silent Hill and play through again using a gold Next Fear save, you'll gain access to the Gas Can. You'll find it on a shelf in the Garage behind the Gas Station on Bloch Street. When you have the Gas Can, you can pick up both the Rock Drill and the Chainsaw from locations in Old Silent Hill. Very cool.

GOLD MEDALLION

You'll receive the Gold Medallion only after you solve the Alchemy Laboratory puzzle in Midwich School. Placing the Gold Medallion in the "A Golden Sun" slot in the School's courtyard Clock Tower unlocks the cover on the piano in the Music Room.

HANDGUN AMMO

These small red boxes are abundant throughout *Silent Hill*, but that doesn't mean you should burn through the bullets. You'll need far more Handgun Ammo than you will Shotgun or Rifle shells; thus, you may run through more bullets than you'd planned. Always weigh the need to shoot enemies against the possibility of escape.

Each box of Handgun Ammo carries 15 rounds.

HEALTH DRINKS

These small bottles are plentiful, but use them sparingly. Though not as potent as First Aid Kits, Health Drinks will replenish your health by about a third, making them very effective for recovery from minimum to medium damage.

SILENT HILL'S KEYS

After ammunition, keys are the next most important items in the game. Beginning with the House Key in the Doghouse on Levin Street, you'll use dozens of keys to get through puzzle areas so you can progress in the game. The following table reveals where to find each key and what it's used for.

Key	Location	Function
Antique Shop Key	Left by Dahlia Gillespie on desktop in Examination Room, Alchemilla Hospital	Unlocks door to Green Lion Antique Shop
Birdcage Key	In left room, third floor, Nowhere	Unlocks Birdcage in room left of nonfunctioning elevator on first floor, Nowhere
Classroom Key	In courtyard Drainage Pool after using Rubber Ball	Unlocks East Hall Classrooms on second floor of Midwich Elementary School
Drawbridge Key	On altar in Balkan Church	Activates control panel in Orridge Bridge Control Tower
Examination Room Key	In Alessa Room on second floor of Alchemilla Hospital Basement	Unlocks door to Examination Room

	Key	Location	Function
	Hospital Basement Key	On table in Alchemilla Hospital Conference Room	Unlocks door to Basement staircase
	House Key	Inside Doghouse on Levin Street	Opens door of house on Levin Street
	K. Gordon Key	In Boiler Room of Midwich Elementary School	Unlocks back door of K. Gordon's house
	Key of Aratron	Behind Steel Plate in room on second floor, Nowhere	Unlocks Door of Aratron
	Key of Bethor	In bag of Jellybeans on shelf, second room on the right, behind Door of Phaleg	Unlocks Door of Bethor
	Key of Hagith	In grandfather clock in Antique Shop, Nowhere	Unlocks Door of Hagith
	Key of Lion	Police car trunk (east end of Finney Road)	One of the Keys for Eclipse (Levin Street)
	Key of Ophiel	In faucet in room left of nonfunctioning elevator in Nowhere	Unlocks Door of Ophiel
	Key of Phaleg	Inside Birdcage in room left of nonfunctioning elevator on first floor, Nowhere	Unlocks Door of Phaleg
	Key of Scarecrow	Inside mailbox at south end of Ellroy Street	One of the Keys for Eclipse (Levin Street)
	Key of Woodman	In Basketball Court in alley behind Café	One of the Keys for Eclipse (Levin Street)
	Library Reserve Key	On corpse in Locker Room	Unlocks Library Reserve Room on second floor
	Motel Key	On floor of Annie's Bar	Unlocks Room 3 at Motel in Resort Area

Key	Location	Function
Motorcycle Key	Under floorboards below dresser in Motel Room 3	Unlocks gas tank of motorcycle in Motel Office Garage
Safe Key	In drawer behind counter in Indian Runner	Unlocks safe behind counter
Sewer Key	In wall cabinet of Sewer Office	Unlocks gate in Sewer C1
Sewer Exit Key	In water at south end of D Sewers	Unlocks the north Sewer Exit in D Sewers

LIGHTER

The Lighter has enough fluid in it for only one flick. You'll find it in Alchemilla Hospital Room 201. With the Disinfectant Alcohol, the Lighter works to burn away those stubborn vines over the trapdoor in the Basement Storage Room.

MAGNET

The only way to get at the Magnet in the Resort Area's Motel is to locate the numeric password on a piece of paper in the Indian Runner. Enter 0-8-8-6 in the electronic lock near the Motel's rear exit to enter and find the Magnet on the Office desk. Use it to grab the Motorcycle Key from beneath the floorboards of Motel Room 3.

MAPS

Because you'll rely heavily on maps to get through the game's different areas, it's imperative you locate the map for each new building or area you enter. Pressing ▲ will display the map for any area you're in, but only *after* you locate the hard copy.

MAPS OF *SILENT HILL*

Map	Location
Old Silent Hill Map	On Café counter
Midwich Elementary School Map	On counter in School Lobby
Central Silent Hill Map	On desk in control room of Orridge Bridge Control Tower
Alchemilla Hospital Map	On wall left of Alchemilla Hospital entrance
Hospital Basement Map	On desk in Doctor's Office
Sewer A Map	On desk in Sewer Office
Resort Area Map	On wall of destroyed building near Sewer Exit
Sewer B to Amusement Park Map	On wall near entrance ladder to Sewer B

PICTURE CARD

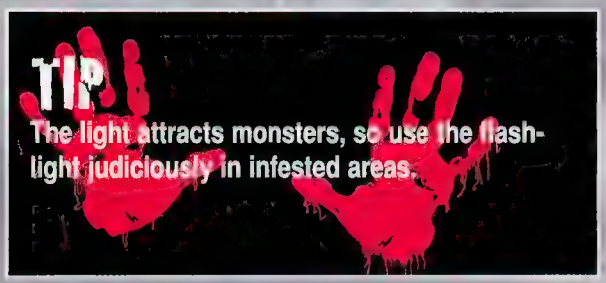
Take the Picture Card from a table in the northeast classroom of the School's first floor. It solves the puzzle of the weird door in the room behind the Reception Desk, acting like a key to grant you access to the first floor's West Hall.

PLIERS

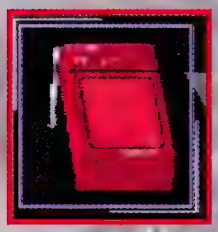
You'll find the Pliers on a rusty tray in a room off the Classroom in the Nowhere area. Use them to remove the Key of Ophiel from the faucet near the nonfunctioning elevator.

POCKET FLASHLIGHT

You'll find the Flashlight on the Café counter, and it's among the game's most important items. To use it to illuminate dark areas, press ●; use the same button to turn it off.



PORTABLE RADIO



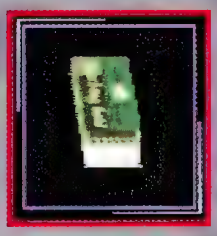
The red Portable Radio you find in the Café is another essential tool. Although it won't receive signals from beyond the city limits, it will issue white noise to alert you whenever a monster is in the vicinity.

PUZZLE PLATES

After you visit the spooky fourth floor of Alchemilla Hospital, the building transforms, forcing you to solve a puzzle in the second-floor Nurses Room involving *Alice in Wonderland* characters. To solve the puzzle, you must collect four colored Plates that act as keys to unlock the door in the Nurses Room.

	Plate	Location
	Plate of Turtle	In the third-floor men's bathroom, on the windowsill
	Plate of Hatter	In Room 204, on the wall above the tentacles (you'll need the Blood Pack to distract the tentacles while you grab the Plate)
	Plate of Queen	On the desk in the Director's Room on the first floor
	Plate of Cat	On the far wall in Room 306

RIFLE SHELLS



Silent Hill's scarcest ammo, Rifle Shells come in small green boxes of only six shells each. You'll find your first such box in the Shopping Center's Jewelry Store. The Hunting Rifle matches the Shotgun's power, but can hit targets from a greater distance, making Rifle Shells a hot commodity for boss fights.

RING OF CONTRACT

You'll find the Ring of Contract displayed on a cushion in the Jewelry Store in Nowhere. Use it in the Kitchen room behind the Door of Phaleg to trap the nasty beast lurking in the refrigerator. If you fail to use the Ring before you extract the Dagger of Melchior, consider yourself an appetizer for the beast.

RUBBER BALL

Discovering the mirror version of Midwich School enables you to pick up the Rubber Ball from a gurney in the first-floor Storage Room. You'll need it to plug a corner drainpipe on the School roof.

SCREWDRIVER

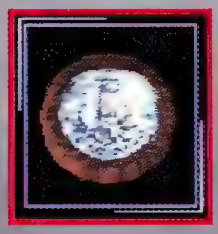
Found near the Pliers in a room next to the Classroom in Nowhere, the Screwdriver allows you to remove that pesky Steel Plate from the wall in one of the second-floor rooms. The Key of Aratron sits behind the Steel Plate.

SHOTGUN SHELLS

You'll stumble across these purple boxes only after you reach Midwich Elementary School. Each shot delivers maximum damage, so conserve your Shotgun Shells for boss fights and especially tough enemies.

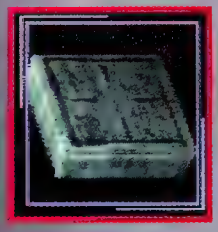
Shotgun Shells come in sets of six shells per box.

SILVER MEDALLION



When you solve the puzzle in the Midwich School Music Room, the Silver Medallion falls from a slot above the blackboard. Place it in the opening on the side of the courtyard Clock Tower labeled "A Silver Moon."

STONE OF TIME



Solving the astrological puzzle in the hall behind the Door of Ophiel gives you the Stone of Time. Use it on the broken grandfather clock in Nowhere's Antique Shop to access the Key of Hagith.

STORE RECEIPT

If you're lucky enough to run into Dr. Kaufmann a second time at Annie's Bar in the Silent Hill Resort Area, you can pick up the Store Receipt he drops on the floor. The Receipt itself is unimportant, but the numbers scrawled on it (0, 4, 7, 3) are. Use them on the combination lock to enter the Indian Runner general store.

UNKNOWN LIQUID

When you first visit the Alchemilla Hospital during the day, you'll undoubtedly stumble on the ransacked Director's Room on the first floor. Someone has made a mess of the shelves and smashed a vial on the floor behind the desk. You can collect the spilled liquid in the Empty Bottle.

VIDEOTAPE

You'll stumble across the Videotape on a gurney in the first room to the right, second hallway, second Basement level, Alchemilla Hospital. You can view it using the old VCR in Room 302, but you won't see a clear version of the footage until you reach the area called Nowhere.

WEAPONS LIST

On your first trip through *Silent Hill*, you'll acquire a good assortment of weapons to defend yourself with. The most effective are the various firearms found scattered in different locations. You'll pick up some new weapons on your second time through the game.

Check out the following comprehensive list of the whats and wheres of weaponry in the first and second versions of *Silent Hill*.

AXE (TWO-HANDED)

After you stumble into Silent Hill's "other church" in the Green Lion Antique Shop, you'll find the Axe hanging on the wall near the hidden altar. The Axe is easy to use in a tight spot; it delivers more damage than the Knife and is far lighter than the Pipe. As with the Steel Pipe and the Knife, however, the Axe should never be your sole defense against a room full of enemies. Instead, use it only to conserve ammo, stun persistent demons, or for breaking certain rusty locks.

CHAINSAW (GAS POWERED) *

When you play through Silent Hill a second time using a gold Next Fear save, you'll have unlimited access to the Chainsaw. First grab the Gasoline Can from the Garage near the Drawbridge. Then visit Cut-Rite Chainsaws on Bloch Street, a block from the Balkan Church. You can't enter the shop, but you can take a Chainsaw from the broken display window.

The Chainsaw can be cumbersome to use, but its deadly force can take down most enemies in one or two swipes. Once equipped, the Chainsaw handles much like the Steel Pipe. You can swing it around to whack enemies. Take care, however: the Chainsaw uses Gasoline to run, so keep an eye on the Gas Meter in your inventory. The Chainsaw is quite heavy, so don't expect to take on hordes of enemies with it. Rely on your gun and your feet for that.

HANDGUN (15 ROUNDS)

You'll get the Handgun from Cybil automatically when you first meet in the Café. The Handgun, which packs 15 rounds, is your standard attack. It may not boast the best range, but most of the ammo you'll find is for the Handgun; thus, you'll rely on it to dispatch most of the stock enemies wandering Silent Hill's streets and corridors.

The Handgun works best for kills at medium range. Killing most enemies will take more than one or two shots, but the Handgun's minimum recoil and quick reload time ensure an efficient means for taking out a small number of enemies quickly.

HUNTING RIFLE (SIX ROUNDS)

Although it's only slightly more powerful than the Shotgun, the Hunting Rifle boasts greater accuracy and range. It also has the least available ammo, so stock up on Rifle Shells and use the Shotgun or Handgun to do away with stock enemies. Save the Hunting Rifle for bosses such as the Moth and the end boss, because you'll need to keep some distance between yourself and these enemies.

KITCHEN KNIFE (ONE-HANDED)

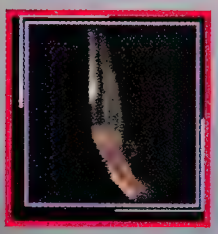
Found on the counter of the Café, the Knife is a clumsy weapon, at best. You must be at very close range with the enemy, and it inflicts only a minuscule amount of damage. The only effective way to use the Knife is to stun the enemy as you try to get away. Don't expect to kill much with it, unless you're ready to sustain significant damage in the process.

ROCK DRILL (GAS POWERED) *

The Rock Drill is another weapon that becomes available only on a second play-through after a gold Next Fear save. Before you can access it, you first must pick up the Gas Can. Next, find the Drill in the darkened first-floor room of the Orridge Bridge Control Tower. Flip on your flashlight and inspect the room's far corner to pick up the Rock Drill.

Inflicting maximum damage and with an excellent range, the Rock Drill may well be the game's best weapon. You can't use it while running or even walking; nevertheless, you're safe if you simply stand still and allow enemies to approach. A slow enemy will walk into the Drill's tip and gore itself without you lifting a finger. You also can point the Drill up to take out Demon Birds or Ceiling Lizards, or down to get at short foes, such as those pesky Demon Children and Cockroaches. Avoid using the Rock Drill against multiple enemies or quick demons: you can't alter your position once it's running.

SHOTGUN (SIX ROUNDS)



After Midwich Elementary School mutates into a darkened demon playground, you'll find the Shotgun in a stall in the first-floor boys' bathroom. One of the game's better weapons, the Shotgun can pack six shells at a time and deliver an explosive amount of damage against any enemy. Reload time and recoil demand a steadier trigger finger than the Handgun, but they won't handicap you.

Though the weapon inflicts greater damage and uses less ammo, Shotgun Shells are less readily available than Handgun Ammo. Reserve Shotgun Shells for the more stubborn demons—bosses, for example.

STEEL PIPE (TWO-HANDED)

You'll find the Steel Pipe in the rubble of the decimated freeway overpass at the north end of Midwich Street. Although it has considerably greater range than the Knife or Axe, its weight makes using the Steel Pipe somewhat laborious: equip the Pipe, pull it back, and then strike. All this gives the enemy plenty time to attack before you even deal your first blow. Reserve its use for slower enemies, and only when you have no alternative.

ENEMY COMPENDIUM

The following section outlines the enemy types you'll encounter on your journey through Silent Hill and details the most efficient ways to beat them. The first list comprises the regular enemies; the second provides the boss strategies you'll need to use to survive.

REGULAR ENEMIES

APPARITIONS

Hangouts: Midwich Elementary School
Damage: None
Warning Sound: Rapid barks
Reaction to Lead: None

These shadowy enemies can't damage you; nor can you damage them. The Apparitions will set your Radio buzzing just for kicks, but they can't hurt you. Save your ammo and ignore them.

DEMON APES

Hangouts: Central Silent Hill, Resort Area
Damage: Light to Medium
Warning Sound: Monkey sound
Reaction to Lead: Handgun, four–five shots; Shotgun/Hunting Rifle, two–three shots

The quick (and sometimes deadly) Demon Apes are the most disturbing enemies you'll encounter on the streets. Their long reach and quick feet make them formidable foes, if you don't know what you're doing. Never let them corner you, or you'll soon find yourself overpowered and outnumbered.

It's difficult to gun Apes down: they can reach out and give you a noogie while you're reloading. It's wisest just to avoid them and run. They're persistent, however, and will chase you for at least a block or two. Once you attract an Ape's attention, run—and *keep running*. If it gives chase, swerve sharply to either side to confuse it, but don't stop.

DEMON BIRDS

Hangouts: Town
Damage: Light
Warning Sound: Flapping wings; squawking
Reaction to Lead: Handgun, three–four shots; Shotgun/Hunting Rifle, two shots

These swooping menaces pose an ever present threat throughout *Silent Hill*, but they're the easiest to contend with, if you're careful. When you hear a squawk and a flapping of wings, you can be sure one of these is nearby. When you spot one in the air, duck and weave as you run to avoid getting clawed in the head. When the Bird swoops, swerve.

It's usually easier to avoid Demon Birds than to try to duke it out with them. They disappear into the fog as quickly as they appear, and so it's hard to get a bead on them. Don't waste your ammo. Just run.

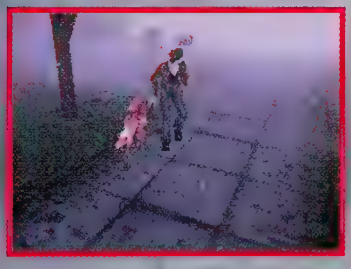
Demon Children

Hangouts: Midwich Elementary School
Damage: Medium
Warning Sound: Demonic laugh, sighs
Reaction to Lead: Handgun, four–six shots; Shotgun/Hunting Rifle, two–three shots

Slow, but fierce, the Demon Children haunting the School's halls can pose a serious threat if you're unprepared. It only takes one bad trip down the wrong hall to have them grabbing at your kneecaps and slashing at you from a distance, and this can deplete your health quickly.

Learn which halls are occupied, and prepare to run and dodge before you enter. When you can, try to pass *behind* the children, and keep some distance between you. They have a good range, so exploit their slowness by choosing a door ahead of time and making a dash for it. This enemy forces you to learn to read your maps well.

Demon Dogs



Hangouts: Town
Damage: Light
Warning Sound: Panting, paws clicking on ground
Reaction to Lead: Handgun, three–four shots; Shotgun/Hunting Rifle, two shots

These canines are easy to handle if you simply want to avoid them. A quick sidestep or two when they jump and lunge should take you out of bite range. Although they're fast, they usually travel in jerky, straight lines and are slow to change direction. This makes them easy to take down with a gun, and even easier to dodge.

After you visit the Antique Shop and the whole town goes berserk, the dogs become a little more dangerous in terms of damage. Their patterns remain the same, though.

Giant Cockroaches

Hangouts: School, Hospital, Sewers
Damage: Light
Warning Sound: Scuttling noises, high-pitched squeaking
Reaction to Lead: Handgun, one–two shots; Shotgun/Hunting Rifle, one shot

You'll encounter these giant insects in the nightmare version of the School. They usually scuttle through dark areas in large packs, but do minimal damage individually. They're quick, but their squeak is much worse than their bite. Again, your best line of defense is simply to avoid them. You'll hear them before you see them: when you do, get moving. Dawdling just gives them a chance to take a nip.

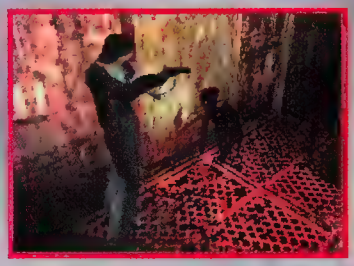
Giant Sewer Rats

Hangouts: Sewer B
Damage: Medium
Warning Sound: None
Reaction to Lead: Handgun, four–six shots; Shotgun/Hunting Rifle, two–three shots

They may be slow, but Giant Sewer Rats can zero in quickly to nip at your feet surprisingly often. These sharp-clawed monsters shuffle around in the dark sewers waiting for their next victim to run past. They usually travel in pairs.

Keep your distance to avoid getting grabbed. Don't waste ammo trying to take them out; they're easily evaded. Just don't get lazy and brush past one. It will grab and cling, and other Rats and Demons will close in before you know it.

Invisible Demon Children



Hangouts: Nowhere
Damage: Medium to Heavy
Warning Sound: Shuffling
Reaction to Lead: Handgun, five–six shots; Shotgun/Hunting Rifle, three–four shots

Like their visible counterparts at the School, these Demons have stealth on their side. These invisible foes attack in gangs and so pack a deadly punch. With only your Radio to alert you to their presence, you'll have a hard time drawing a bead on them. When your Radio begins buzzing, pull out your gun and wait for it to aim. When it does, start shooting! Even if you can't see the little monsters, it's a good idea to begin your assault early, before they can close in on you.

Sewer Demons

Hangouts: Sewers A and B
Damage: Medium to Heavy
Warning Sound: Metallic scratching, hissing
Reaction to Lead: Handgun, four shots; Shotgun/Hunting Rifle, two–three shots

Sewer Demons love to surprise you and can attack from above and below. When entering the Sewers, pay attention to your Radio: never linger anyplace where it's making noise. The Sewers are especially dark, so it's difficult to see anything outside your range of sight—and what you're not seeing is usually a Sewer Demon.

Sewer Demons are a fairly slow bunch, but they have long, sharp claws and persist longer than the usual enemy. A Sewer Demon usually will follow you for a good distance before you pass through a gate and lock it out. Never dilly-dally, or a Sewer Demon may catch up to you. They can be deadly, but because they're easy to avoid, don't waste your ammo: just keep running.

Undead Doctors

Hangouts: Alchemilla Hospital
Damage: Heavy
Warning Sound: Deep groaning
Reaction to Lead: Handgun, eight–ten shots; Shotgun/Hunting Rifle, six–seven shots

The Doctors act much like their Nurse assistants, but they're quicker and deliver far more damage: with their huge blades, they're by far the most challenging foes in the Hospital.

It's always a good idea to pull out your Shotgun when dealing with the Doctors; they can close in on you before your Handgun can finish them off. Always begin your attack from a distance, and before they begin their own assault. Otherwise, you'll be doing a lot of dodging. If your aim is steady, and if you're prepared, you'll find the Doctors as easy to dispatch as the Nurses, so it's a good idea to take them out rather than avoid them.

Zombie Nurses

Hangouts: Alchemilla Hospital, Nowhere
Damage: Light to Heavy
Warning Sound: Moaning, shuffling of feet
Reaction to Lead: Handgun, four–seven shots; Shotgun/Hunting Rifle, three–four shots

The Nurses wandering the Hospital halls attack using a variety of approaches. If you keep your distance, they'll usually just slouch in the darkness. If you get close, however, they'll give you their undivided attention, first shuffling over to you, and then running to give you a welcoming hug (around the neck). A single Nurse's stranglehold does little damage, but if you get caught in a group of them, you'll take a few knife stabs from the backup crew. *Those* do damage.

Take out as many Zombie Nurses as you can: they can be lethal foes and quick on their feet. Shoot from afar, because they can break into a run even after being hit. Give yourself room to back up as you shoot. Most Nurses can take several rounds before they fall, so finish them off by kicking them when they're down, instead of wasting ammo.

Bosses

Alessa/Cheryl

Best Weapons: Handgun, Shotgun, Hunting Rifle

If you get a less favorable ending, you may come up against the combined form of Alessa and Cheryl in the final fight. This is a tough one, because it's difficult to gauge the damage you inflict and you must use up most of your ammo to finish.

Like the Great Winged Demon, this boss uses a shower of electricity to ward you off and inflict medium damage per hit. As she powers up in the center of the floor, begin firing. Don't get too close, or you'll run into the invisible force field around her. Skirt its edges and keep firing. When she's fully charged, start running to keep ahead of the bolts. When they subside, resume firing.

It's hard to say how much ammo you'll need to finish off this boss; it's possible to use every bullet in your inventory and still win. You simply must inflict enough damage and outlast her attacks. If you deplete your ammo stock, keep running around. Eventually she'll weaken—and you'll win.

Cybil

Best Weapon: Handgun

This showdown is the surprise fight of the game. The obviously possessed Cybil comes equipped with a pistol. It's a tricky fight that can end two ways. At the start, evade Cybil as much as you can. Take two shots from her gun and you're history. If she does hit you, heal up immediately and get moving.

When the fight begins, get moving and distance yourself from Cybil. She's a lousy shot at long range, so when you hear her cock her gun—*run away!* Her slow, zombie-like movements give you time to take a few potshots at her backside, but don't linger too long; she's a killer at spinning quickly in your direction.

At certain points during the fight, the merry-go-round will start up, giving you a chance to not only locate Cybil, but to heal up. You can inflict damage as the ride moves: she'll sit calmly on one of the horses until it stops. Position yourself and take a shot as soon as she hops off.

When you've done enough damage to Cybil, she'll run out of bullets and toss her pistol away. It's time to pull out the Bottle of Unknown Liquid. Cybil will begin using two new moves—a severe face slap and a stranglehold. Her stranglehold does no damage; hit the buttons on your controller as you press ← and → to shake her off. Her face slap is a bit more brutal and will do serious damage, so avoid it. When Cybil has you in a stranglehold, use the Bottle of Unknown Liquid on her. This exorcises the demon, returning her to her good ol' cop self, and the fight will end.

If you never picked up the Unknown Liquid, you'll have to unload round after round into her to end the fight. When you've inflicted enough damage, you'll destroy the possessed Cybil and win the battle.

Great Winged Demon

Best Weapons: Shotgun, Hunting Rifle

Depending on the path you take through the game, you may come up against a giant flying demon in the final fight. With luck, you've conserved enough Shotgun and Rifle shells to complement your good stock of First Aid Kits. The Winged Demon's only real attack is a three-pronged bolt of electricity. Because it must store up the energy it needs to use it, you have time to fire round after round at its torso.

As the electrical charge builds within its body, get ready to dodge the projectile bolts that will rain down on you. An easy way to avoid them is simply to stand as far from the demon as you can, while keeping a bead on it. When the demon becomes fully charged, walk forward quickly as you continue firing. The bolts should land behind you as you move forward. As the attack subsides, back up and start over. It should take only 20 to 30 shots to destroy the demon and return Alessa to her former self. Game over!

LARVA

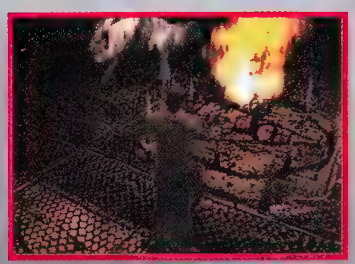
Best Weapon: Shotgun

The Larva isn't too tough, but it can pack a wallop if you're slow. You can sustain damage just by touching it, and by getting hit by the red projectiles it spews. Simply keep moving, and when you hear it surfacing from the sand, turn quickly to pinpoint its location and take a few potshots. You'll have only a few seconds to fire some rounds before it dives back into the sand.

Keep this up. If you're brave (that is, if you still have plenty of Health Drinks), you can stand still when it's underground to lure it to the surface. Take care, though, because it can come up right under your feet, and you'll find yourself being knocked about as you try to steady your aim and take a shot—and by then, it will be out of range.

Try this: stand still for a moment, and then move aside quickly. Usually it will surface near where you were standing. Take a few shots; then repeat. After you empty several rounds into it, the grub will curl up into a harmless ball, and then take off through the glass doors: you've won this battle, but later in the game the Larva reappears as the Moth to challenge you to the real thing.

THE LIZARD



Best Weapons: Handgun, Shotgun

When you encounter the Giant Lizard that lurks beneath the Midwich School Boiler Room, your first instinct will be to fire off round after round. Don't. Remember what you read in the Library Reserve Room. When the fight begins, fire off Handgun rounds at the Lizard's head until its face splits open, revealing a massive set of teeth. Do this from a distance: you'll need room to run. Its lunges will stun you, but inflict no real damage. Still, it's unwise to fire from one place. Keep moving.

When its mouth opens, equip the Shotgun and take a deep breath. Now you must lure the monster to you, wait for its jaws to swing open, and then, when its mouth is open widest, fire right down its throat. Sound easy? It can be, but if you don't fire exactly when its mouth is open widest, you must try again and again until you do.

As you lure the monster, leave yourself room to back up. When the Lizard's mouth begins to open, take a few more steps backward. Otherwise, you may get stuck in its jaw, and the game will end. Taking a few steps back ensures you a good vantage from which to fire when its mouth opens widest. One Shotgun blast should do it. You'll return to the Boiler Room automatically.

THE MOTH

Best Weapons: Shotgun,

You'll encounter the second form of the Larva boss at the top of the Post Office Water Tower after you visit Lisa in the Hospital. The Moth can be a difficult boss to defeat if you're low on ammo from fighting your way through town. Still, the best strategy for taking it down is to tough it out and keep firing at it.

Make your way to where the Water Tower sits on the Post Office roof and shield yourself from the Moth's deadly, red emissions by ducking behind the tank. The boss alternates among three attacks. Two are projectile emissions—either a single red beam or three simultaneous beams. Avoid these by sidestepping or running to the far side of the Water Tower tank. Its third attack is a body slam: it will thrust its abdomen at you when you get close.

When the Moth pauses between attacks, take aim and unload Shotgun or Hunting Rifle rounds into its belly. If you're really good, you can end the battle quickly simply by taking the damage and having a quick trigger finger. Heal when you're low on health, but keep firing. The Moth will dissolve into daylight after around 10 or 15 rounds.

SECRET'S FILE

Playing through *Silent Hill* may leave you with a few unanswered questions. Finding certain items or enabling different events can answer some of them. This chapter gives you the full skinny on the secrets you can find in the game—secrets that may shed further light on the mysteries of *Silent Hill*.

GETTING DIFFERENT ENDINGS

As you'd expect in a game of this caliber, there's more than one way to finish Silent Hill. The walkthrough gave you one of the four endings triggered by enabling certain "flagpoints."

The flagpoints comprise two optional events—meeting with Dr. Kaufmann in the Motel garage and saving Cybil at the Amusement Park. You can in fact play through the entire game and never go through the entire Kaufmann sequence in the Resort Area. The same can also be said for saving Cybil; if you never picked up the Unknown Liquid from the Alchemilla Hospital Director's Office, you actually must kill your cop friend.

Your ending, depending on what you've accomplished, is graded on a kind of meter that runs from Bad to Good+. And depending on the ending you receive, access to certain items becomes available your second time. It also determines the boss you face in the final battle.

Here's how to receive each of the four endings.

GOOD

To receive the Good ending, you must meet with Dr. Kaufmann in the Motel, but kill Cybil when you confront her evil form in the Amusement Park. Chatting with a crabby doctor in a dingy Motel is nowhere near as satisfying as saving your cop friend, but you'll need to do it to have him appear in the end sequence with Dahlia. By tossing the bottle of Aglaophaotis at Alessa, Dr. Kaufmann ensures you'll fight the Great Winged Demon instead of Alessa/Cheryl.

Received after Gold "Next Fear" Save: Chainsaw, Gas Can, Rock Drill

Extras: A cool FMV of Lisa Garland rising from the depths of hell to drag the doc back down with her

GOOD+

If you complete the Kaufmann side mission that takes you from Annie's Pool Hall to the Motel, he shows up during the final battle. You also must save Cybil using the Unknown Liquid, and she appears in the final sequence, as well. The dialogue sequence before the final battle explains the story more fully, clearing up some questions.

Received after Gold "Next Fear" Save: Channeling Stone, Chainsaw, Rock Drill, Gas Can

Extras: An instrumental version of the ending theme during credits, FMV of Cybil and Harry holding a baby (similar to opening sequence of Harry and his deceased wife)

BAD

If you picked up the Unknown Liquid from the hospital and used it to save Cybil, but you never met up with Dr. Kaufmann in the Motel garage, you'll receive a slightly better ending than the Bad version. Cybil shows up before the final battle and you'll receive a bit more of the story line than during the Bad ending, but you'll still fight Alessa/Cheryl as the end boss. It's a little better than the Bad ending, but it's still a grim fate for Harry.

Received after Gold "Next Fear" save: Chainsaw, Rock Drill, Gas Can

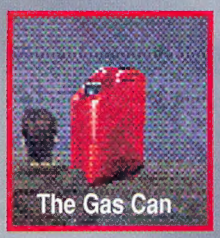
Extras: Different ending theme, in-game cinema of Cybil slapping around a despondent Harry to get him to escape with her

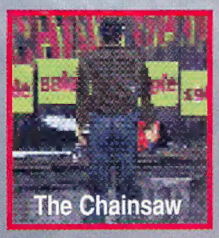
BAD

If you fail to enable both optional flagpoints, you'll simply face off with Alessa/Cheryl at the end of the game after minimal dialogue with Dahlia. Bleak.

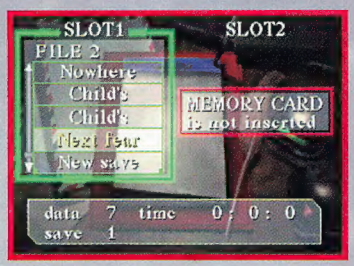
Received after Gold "Next Fear" Save: Chainsaw, Rock Drill, Gas Can

Extras: Ending theme with vocals, FMV of Harry lying unconscious in his jeep, supposedly dreaming, shortly before he dies.



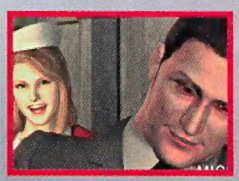


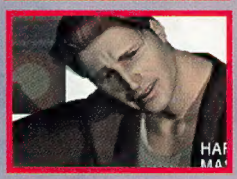
THE GOLD SAVE



After the game's ending plays out, sit through the credits for a chance to save your game and enable access to new items your second time through.

SILENT HILL BLOOPERS!





After the cinema following the game's closing credits, break out the popcorn and sit back to watch a string of super-silly, but incredibly cool, FMV "bloopers" of your favorite cast of characters. Viewing *Silent Hill*'s wacky side is a good way to unwind after such an intense experience.

HOW TO READ THE ENDING STATS

What do those stats on the ending screen mean, exactly? You'll need to know to truly master *Silent Hill*. The following list of statistics defines each and tells you how to ensure a perfect score your next time through.

TIP

The Items Count is one of the most important things to score high on to increase your overall rank in *Silent Hill*.

Complete: How many times you've played through the game on the same save. If you're playing through using a Gold "Next Fear" save, the Complete count will read 2.

Ending: Which ending you received, on a scale from Good+ to Bad (see the foregoing "Getting Different Endings" section)

Erase by Shot: How many successful kills you made using a firearm

Erase by Strike: How many enemies you killed with a non-firearm weapon (the Steel Pipe, for example)

Hitting Rate of Shot: Your firearm accuracy rating

Hitting Rate of Shot in Darkness: Your firearm accuracy rating in complete darkness (how often did you fight in the dark?)

Hitting Rate of Shot Long Range: Your firearm accuracy rating at a distance

Hitting Rate of Shot Middle Range: Your firearm accuracy rating at short range

Hitting Rate of Strike: Your accuracy with non-firearm weapons, on a scale from .1 to 100

Picked Item Count: How many items you collected throughout the game compared to the number of items available. The item count shown to the right of the numbers displays additional items (Channeling Stone, Chainsaw) available during the game for you to collect. Try to get all 199!

Running Distance: How far you ran during gameplay, in meters

Save Count: How many times you saved during the game

Total Time: How long it took you to play through the game

Walking Distance: How far you walked during gameplay, in meters

Your Rank: Your overall rank is based on all these stats, with two big stars being the utmost in excellence

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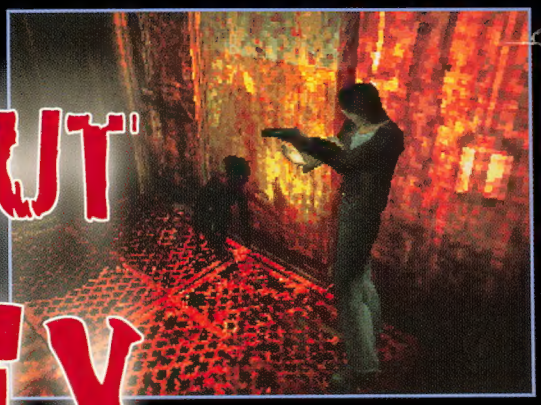
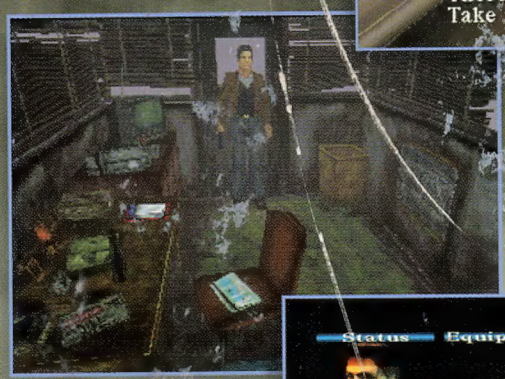
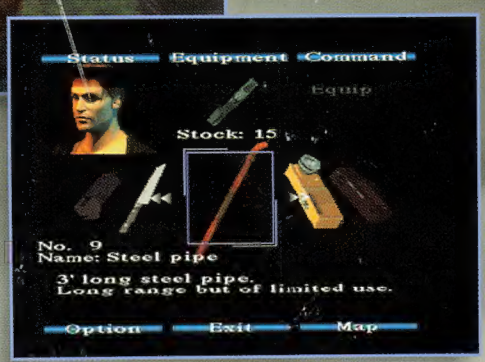
Electronic Entertainment

SILENT, BUT DEADLY







- All endings revealed
- Maps of every area
- Killer tips and tactics
- Twisted puzzle solutions
- Weapons and items lists
- Complete walkthrough
- Complete enemy compendium

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ISBN 0-7615-1857-6

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